

WHEELS I

MIDWAY

DATABOOK

VIDEO GAME DATA LIBRARY

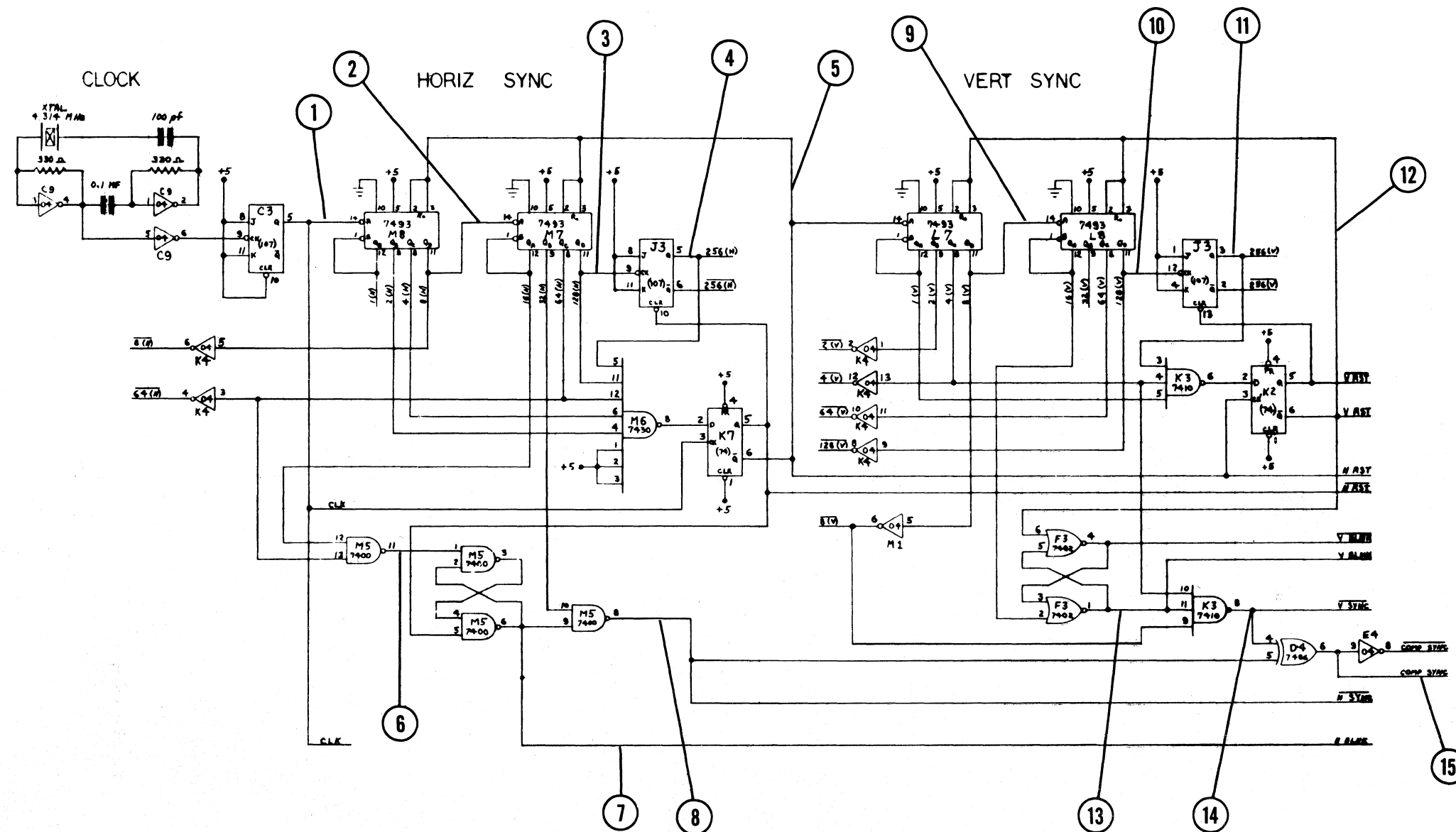
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5. **Logic Probe:** LO and pulsing.
Video Probe: Narrow white vertical line at extreme right edge of course.
6. **Logic Probe:** HI, LO and pulsing.
Video Probe: Produces five vertical columns where on is visible to the left of the score, two are in center of CRT.
7. **Logic Probe:** LO and pulsing.
8. **Logic Probe:** HI and pulsing.

12. **Logic Probe:** LO and pulsing.
Video Probe: Single light horizontal line at bottom of CRT.
13. **Logic Probe:** LO and pulsing.
Video Probe: Narrow light horizontal bar at bottom of CRT.
14. **Logic Probe:** HI and pulsing.
15. **Logic Probe:** LO and pulsing.

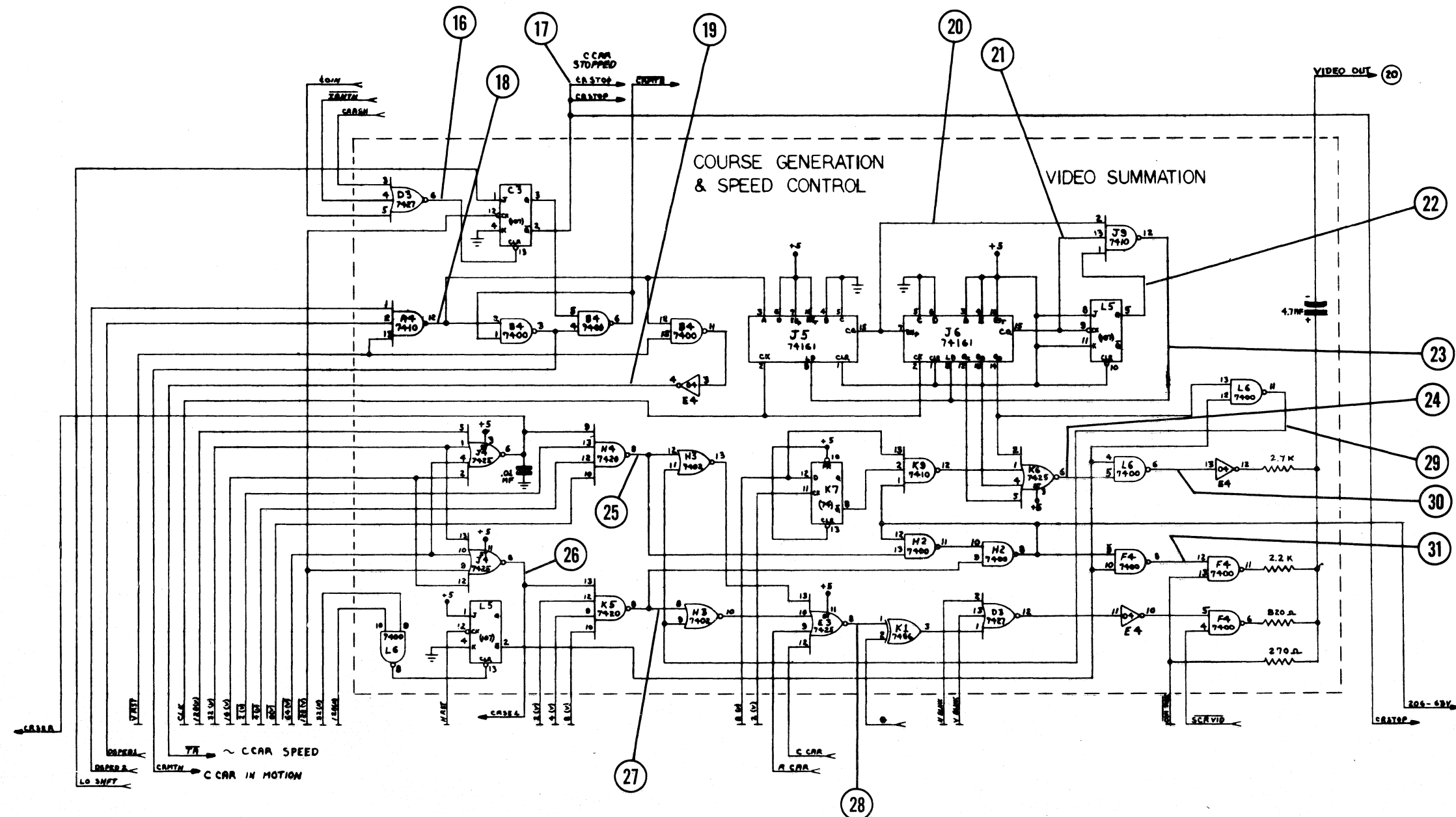


16. **Logic Probe:** LO during game over going to HI during game. Pulses LO during crash.
 17. **Logic Probe:** HI during game over going to LO during game. Rises HI during crash.
 18. **Logic Probe:** HI and pulsing.
Video Probe: Dark horizontal bar increases in width as control car is accelerated.
 19. **Logic Probe:** HI and pulsing.
Video Probe: Similar to TP18.
 20. **Logic Probe:** LO and pulsing.

- Video Probe:** Narrow light vertical lines moving with course.
 21. **Logic Probe:** LO and pulsing.
Video Probe: Two vertical columns approximately 1/2 inch wide moving with course.
 22. **Logic Probe:** HI, LO and pulsing.
Video Probe: Wide light and dark vertical columns moving with course.
 23. **Logic Probe:** HI and pulsing.
Video Probe: Thin dark line moving with course

24. **Logic Probe:** LO and pulsing
Video Probe: Intensifies hay bales.
 25. **Logic Probe:** HI and pulsing.
Video Probe: Dark line defining upper boundary of course.
 26. **Logic Probe:** LO and pulsing.
Video Probe: Light horizontal bar 1/2 inch wide and above lower boundary of course.
 27. **Logic Probe:** HI and pulsing.
Video Probe: Dark line defining lower boundary of

- course.
 28. **Logic Probe:** HI and pulsing.
Video Probe: Darkens R Cars, C Car and course.
 29. **Logic Probe:** HI, LO and pulsing.
Video Probe: Light and dark vertical columns approximately 1/2 inch wide inside course.
 30. **Logic Probe:** HI and pulsing.
Video Probe: Inverts hay bales.
 31. **Logic Probe:** HI, LO and pulsing.
Video Probe: Dark rectangles over grass areas.

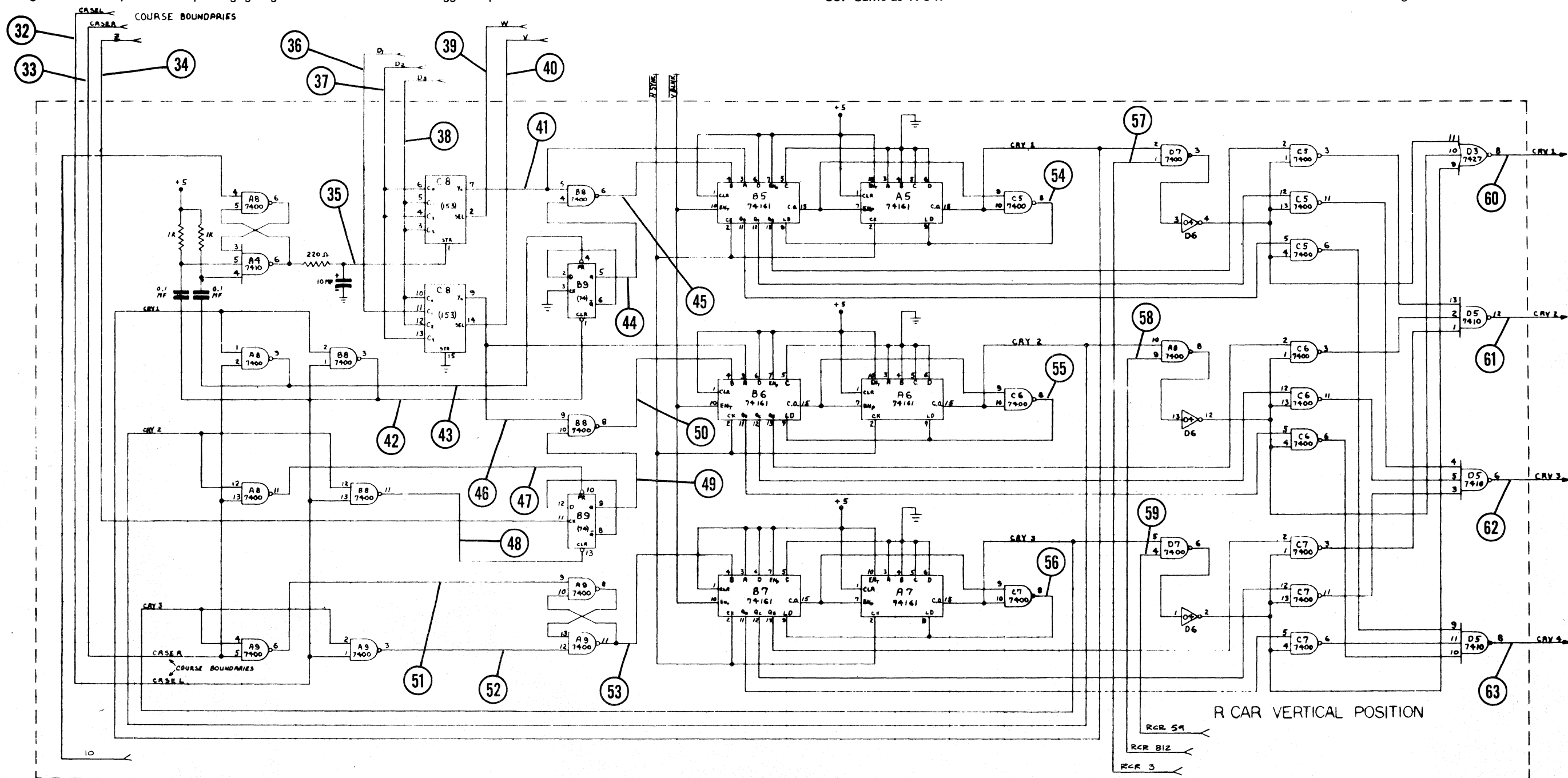


32. Same as TP26.
33. Same as TP 26 except at top boundary.
34. **Logic Probe:** Goes HI when score units counter reaches 8; stays HI until tens counter is incremented.
35. **Logic Probe:** LO pulsing HI when one of the R Cars encounters the course.
36. **Logic Probe:** HI, LO and pulsing.
37. **Logic Probe:** HI, LO and pulsing.
38. **Logic Probe:** HI, LO and pulsing.
39. **Logic Probe:** Second bit of time counter changes state at half the time decrement rate.
40. **Logic Probe:** First bit of time counter changes state each time time is decremented.
41. **Logic Probe:** HI, LO and pulsing going to LO for

- random intervals.
42. **Logic Probe:** Pulses LO when a car encounters the upper course boundary.
43. **Logic Probe:** Pulses LO when a car encounters the upper course boundary.
44. **Logic Probe:** Drops LO when a car encounters the lower course boundary and returns HI when the upper boundary is encountered.
45. **Logic Probe:** Inverse of TP41 when TP44 is HI.
46. **Logic Probe:** Similar to TP41.
47. **Logic Probe:** Same as TP42 except a different car will trigger response.
48. **Logic Probe:** Same as TP43 except a different car will trigger response.

49. **Logic Probe:** Same as TP44 except a different car will trigger response.
50. **Logic Probe:** When TP34 goes HI, the car changes direction. Inverse of TP46 when TP44 is HI.
51. **Logic Probe:** Similar to TP42 except a different car triggers response.
52. **Logic Probe:** Similar to TP43 except a different car triggers response.
53. **Logic Probe:** Similar to TP44 except a different car triggers response.
54. **Logic Probe:** HI and pulsing.
Video Probe: Dark horizontal line moving with one of the cars.
55. Same as TP54.

56. Same as TP54.
57. **Logic Probe:** HI and pulsing.
Video Probe: Dark window over one of the cars.
58. Same as TP57.
59. Same as TP57.
60. **Logic Probe:** HI and pulsing.
Video Probe: Dark windows over all of the cars.
61. **Logic Probe:** LO and pulsing.
Video Probe: Four light horizontal bars in each car window.
62. **Logic Probe:** LO and pulsing.
Video Probe: Two light bars in each car window.
63. **Logic Probe:** LO and pulsing.
Video Probe: One light bar in each car window.

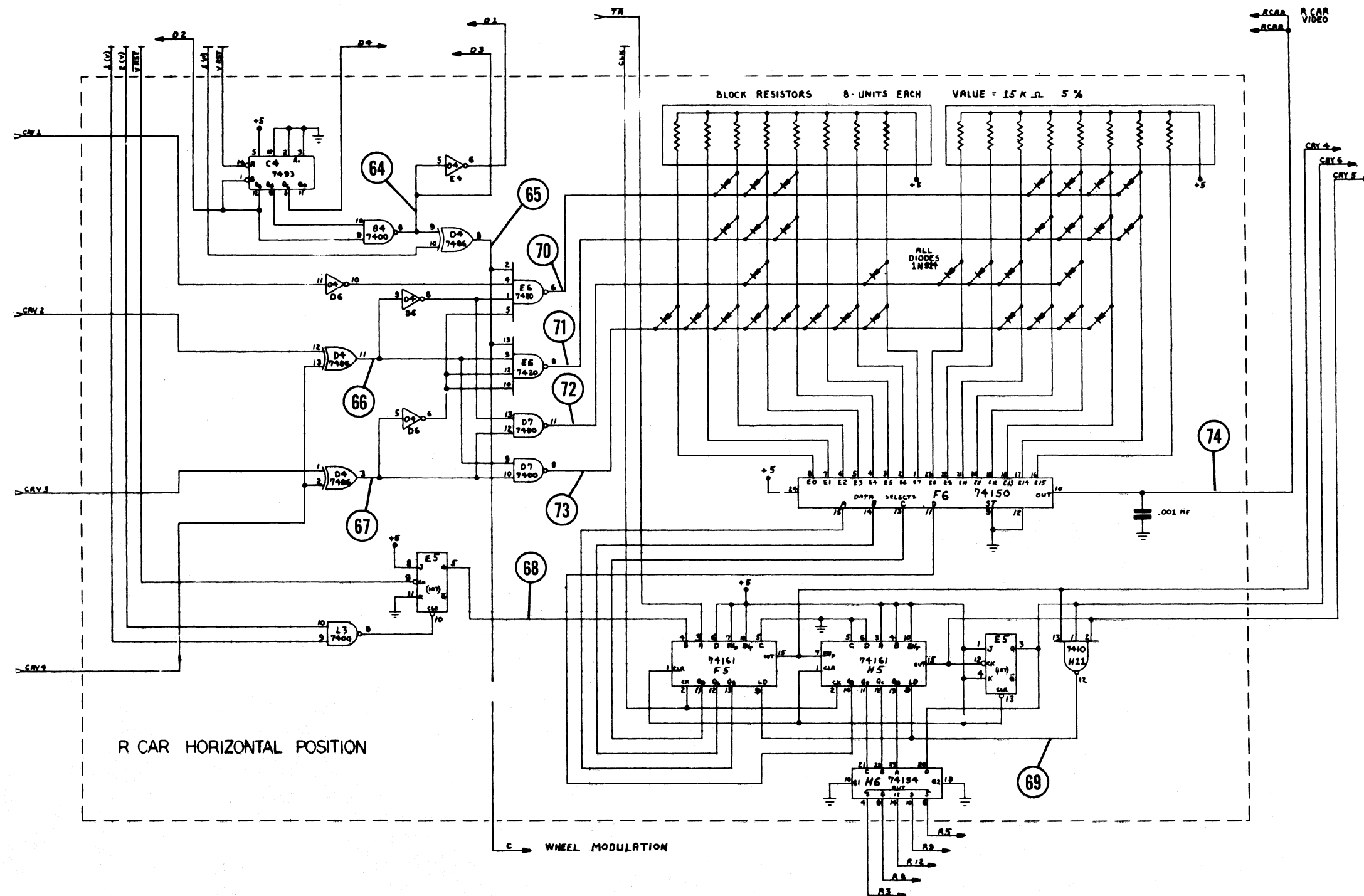


64. Same as TP38.
 65. **Logic Probe:** HI, LO and pulsing.
Video Probe: Flickering narrow vertical columns.
 66. **Logic Probe:** LO and pulsing.
Video Probe: Light stripe over the body of each R Car and a light stripe over half of each wheel.

67. **Logic Probe:** LO and pulsing.
Video Probe: Light stripe of the body of each R Car.
 68. **Logic Probe:** LO and pulsing.
 69. **Logic Probe:** HI and pulsing.
Video Probe: Dark vertical line moving horizontally with the R Cars.

70. **Logic Probe:** HI and pulsing.
Video Probe: Dark serrated stripe over half of each R Car wheel.
 71. **Logic Probe:** HI and pulsing.
Video Probe: Dark serrated stripe over the other half of the wheels.

72. **Logic Probe:** HI and pulsing.
Video Probe: Dark stripe over the R Car axles.
 73. **Logic Probe:** HI and pulsing.
Video Probe: Dark stripe over the body of each R Car.
 74. **Logic Probe:** LO and pulsing.
Video Probe: Lightens car images.

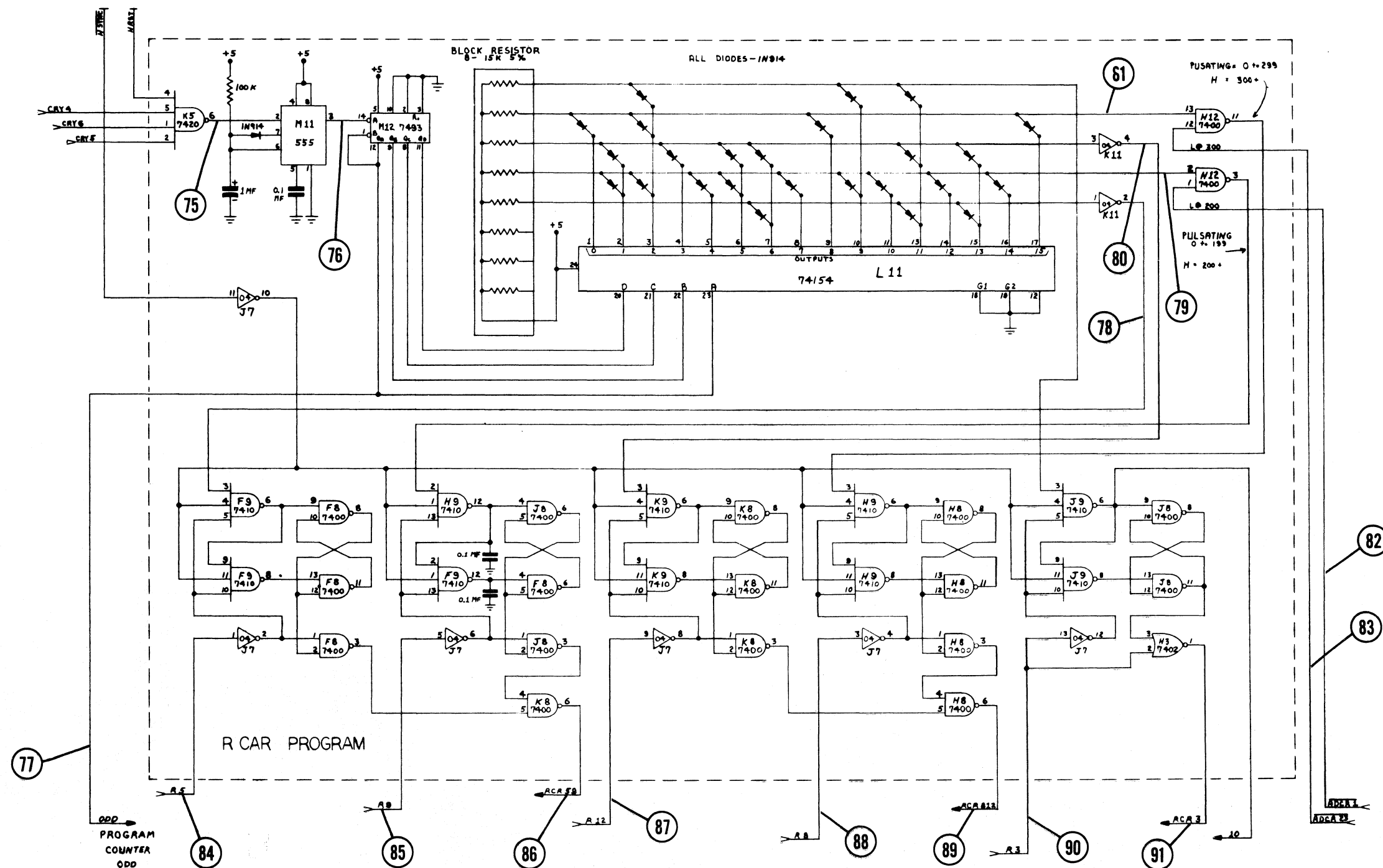


75. **Logic Probe:** HI pulsing LO when dark bar in TP69 crosses H RST.
76. **Logic Probe:** Pulses HI for approximately 0.1 sec. when TP75 pulses LO.
77. **Logic Probe:** Changes state when TP76 has pulsed HI twice.
78. **Logic Probe:** Rises HI when the program counter reaches 6, 11 or 13.
79. **Logic Probe:** Drops LO when the program counter reaches 1, 2, 4, 5, 7, 9, 10, 12 or 14.
80. **Logic Probe:** Rises HI when the program counter reaches 1, 3, 5, 6, 11 or 13.

81. **Logic Probe:** Drops LO when the program counter reaches 0, 2, 8 or 15.
82. **Logic Probe:** Drops LO when the score counter reaches a count of 200.
83. **Logic Probe:** Drops LO when the score counter reaches a count of 300.
84. **Logic Probe:** HI and pulsing.
Video Probe: Horizontally moving dark vertical column containing a car image when program counter reaches 6, 11 or 13.
85. **Logic Probe:** HI and pulsing.
Video Probe: Horizontally moving dark vertical col-

- umn containing a car image when program counter reaches 1, 2, 4, 5, 7, 9, 10, 12 or 14. Remains inside when score reaches 200.
86. **Logic Probe:** LO and pulsing.
Video Probe: Combination of TP84 and TP85 with light horizontally moving vertical columns over cars.
87. **Logic Probe:** HI and pulsing.
Video Probe: Horizontally moving dark vertical column containing a car image when program counter reaches 1, 3, 5, 6, 11 or 13.
88. **Logic Probe:** HI and pulsing.
Video Probe: Horizontally moving dark vertical col-

- umn containing a car image when program counter reaches 0, 2, 8 or 15. Remains inside when score reaches 300.
89. **Logic Probe:** LO and pulsing.
Video Probe: Combination of TP87 and TP88 with light horizontally moving vertical columns over cars.
90. **Logic Probe:** HI and pulsing.
Video Probe: Dark horizontally moving vertical columns containing a car image when the program counter reaches 0, 1, 3, 4, 5, 6, 7, 8, 10, 12, 13, 14 or 15.
91. **Logic Probe:** LO and pulsing.
Video Probe: Same as TP90 except light columns.

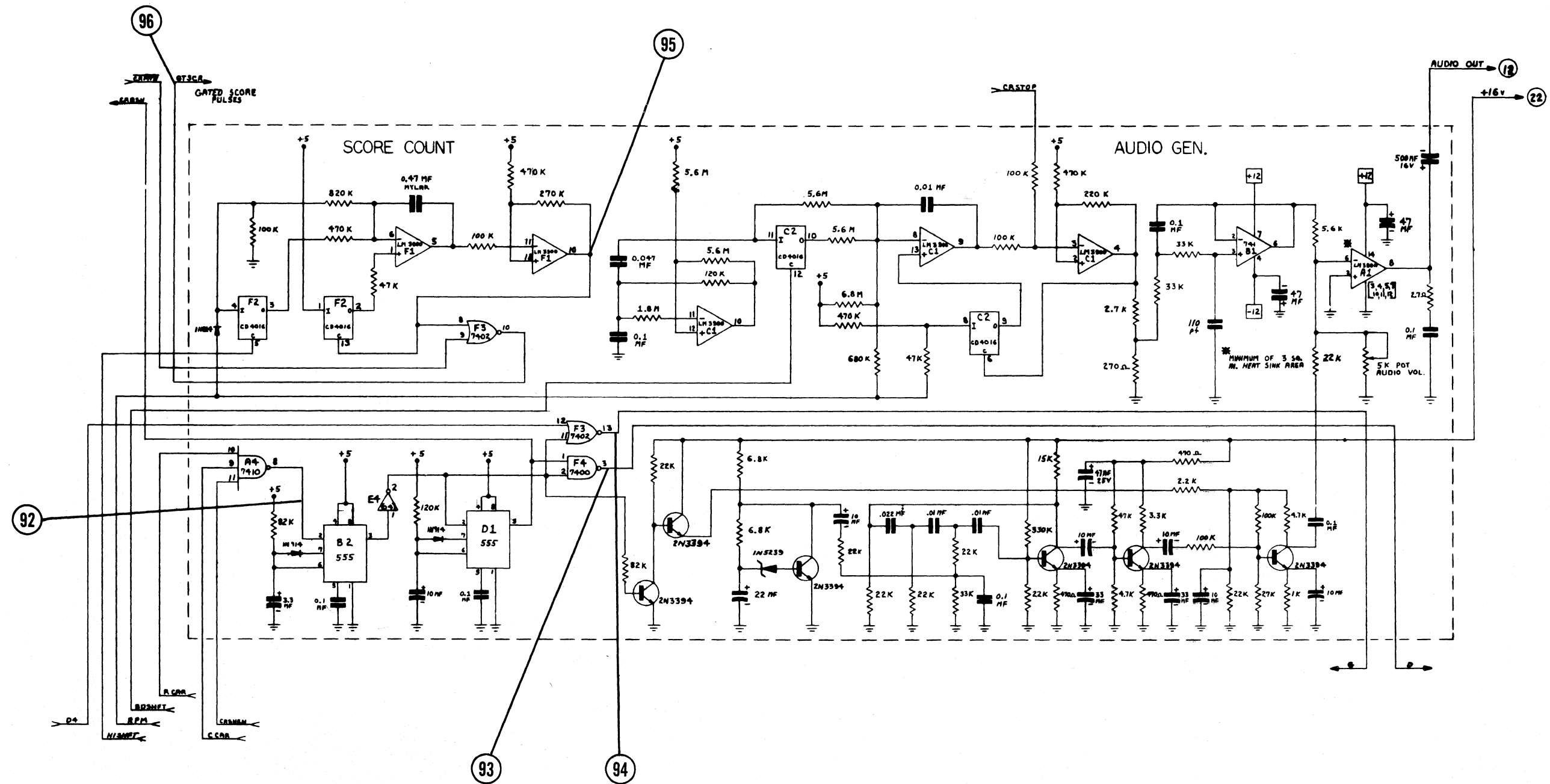


92. Logic Probe: Pulses LO during crash.

93. **Logic Probe:** Drops LO during crash; returns HI when C Car is redisplayed.

94. **Logic Probe:** Pulses HI and LO during crash.
95. **Logic Probe:** Pulse rate varies with C Car speed.

96. **Logic Probe:** Pulse rate varies with C Car speed.

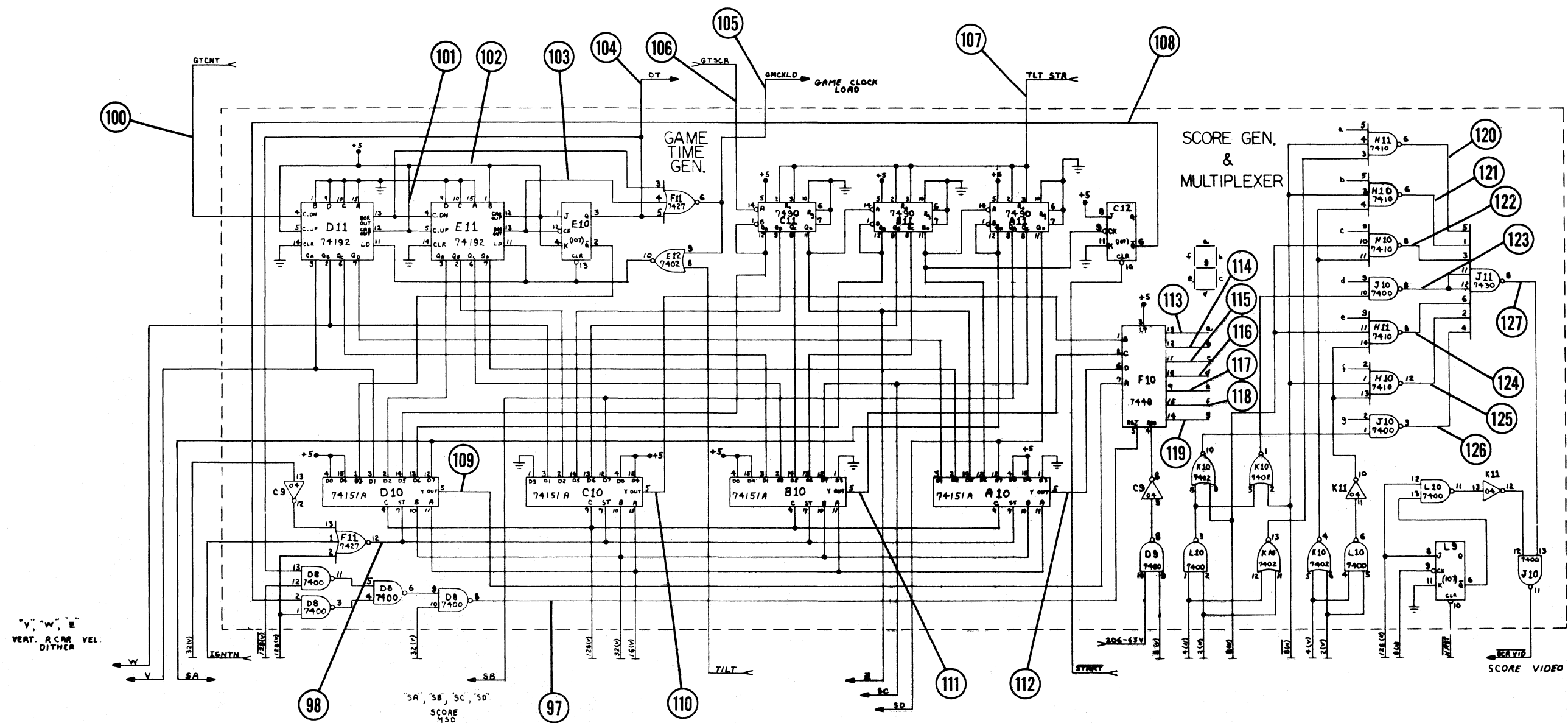


97. **Logic Probe:** HI and pulsing going to HI when a score of 11 is reached.
Video Probe: When game is started, two wide bars appear in lower half of CRT which disappear when a score of 100 is reached. Two identical bars appear in lower half of CRT when the time is less than 100.
98. **Logic Probe:** HI, LO and pulsing when game over; remains LO during game.
Video Probe: Two wide light horizontal bars appear in top half of CRT when game over.
99. **Logic Probe:** HI, LO and pulsing.
Video Probe: Light horizontal bars over each score and time number.
100. **Logic Probe:** Pulses when time counter is decremented.
101. **Logic Probe:** Pulses LO when the game ends or if a

- tilt occurs.
102. **Logic Probe:** LO during game over going to HI during game. Pulses LO when tens counter is decremented.
103. **Logic Probe:** HI pulsing LO when hundreds counter of time is decremented.
104. **Logic Probe:** Pulses when hundreds score counter incremented.
105. **Logic Probe:** LO pulsing HI when game ends.
106. **Logic Probe:** Pulse rate varies with C Car acceleration.
107. **Logic Probe:** LO pulsing HI at start or if tilt occurs.
108. **Logic Probe:** HI at game start; drops LO if score exceeds 100.
109. **Logic Probe:** HI, LO and pulsing.
Video Probe: Represents the LSB of each number. Signal is displayed over the number it represents.
110. Same as TP109 except LSB+1 bit.

111. Same as TP109 except LSB+2 bits.
112. Same as TP109 except MSB.
113. **Video Probe:** Light horizontal bar appears over the number whenever that number contains an A segment.
114. **Video Probe:** Same as TP113 except for the B segment.
115. **Video Probe:** Same as TP113 except for the C segment.
116. **Video Probe:** Same as TP113 except for the D segment.
117. **Video Probe:** Same as TP113 except for the E segment.
118. **Video Probe:** Same as TP113 except for the F segment.
119. **Video Probe:** Same as TP113 except for the G segment.

120. **Video Probe:** A row of dark A segments appear whenever a number containing an A segment is displayed.
121. **Video Probe:** Same as TP120 except for the B segment.
122. **Video Probe:** Same as TP120 except for the C segment.
123. **Video Probe:** Same as TP120 except for the D segment.
124. **Video Probe:** Same as TP120 except for the E segment.
125. **Video Probe:** Same as TP120 except for the F segment.
126. **Video Probe:** Same as TP120 except for the G segment.
127. **Video Probe:** Rows of displayed numbers.



130. **Logic Probe:** HI and pulsing.
Video Probe: Single dark narrow horizontal bar just above upper course boundary.
131. **Video Probe:** Light adjustable horizontal band extending from TP130 to TP128. Position of band

132. **Logic Probe:** HI and pulsing.
Video Probe: Two dark narrow bars over wheels of C Car which become serrated during game.

133. **Logic Probe:** HI and pulsing.

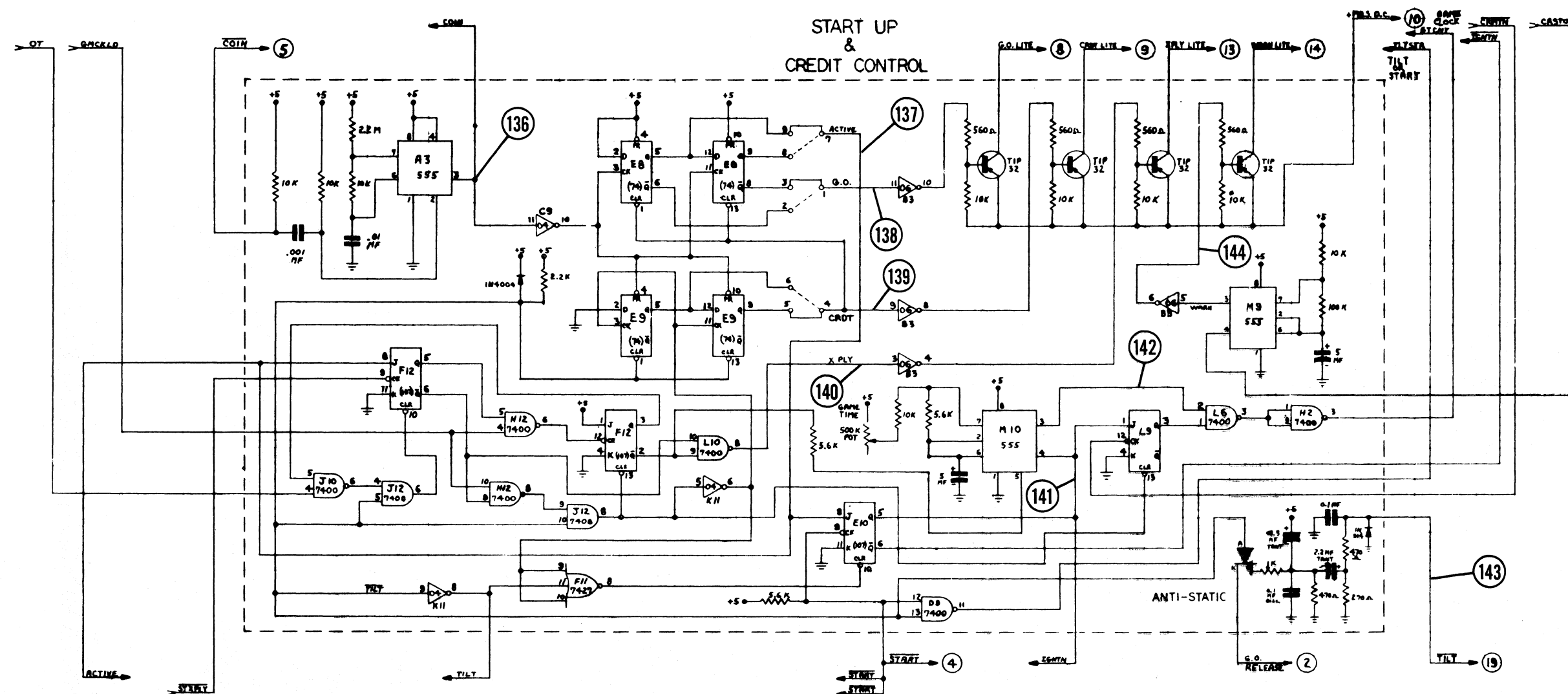
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136. **Logic Probe:** Pulses HI when coin switch is operated.
 137. **Logic Probe:** Goes HI after the coin switch has been operated once or twice depending on the position of the coin-per-play adjustment.

138. **Logic Probe:** Same as TP137 except drops LO.
 139. **Logic Probe:** Goes HI when coin switch is operated. Stays HI for one or two games depending on the position of the games-per-coin adjustment.

140. **Logic Probe:** Rises HI when extended play score is reached.
 141. **Logic Probe:** If TP137 is HI, this TP goes HI when start switch is operated.

142. **Logic Probe:** Pulses as time counter is decremented.
 143. **Logic Probe:** HI during game over going to LO and pulsing when C Car is on CRT. Rises HI during crash mode.
 144. **Logic Probe:** Pulses slowly during crash.



147. **Logic Probe:** LO going HI when the C Car reaches a predetermined speed.



