

WHEELS I

MIDWAY

DATABOOK

VIDEO GAME DATA LIBRARY

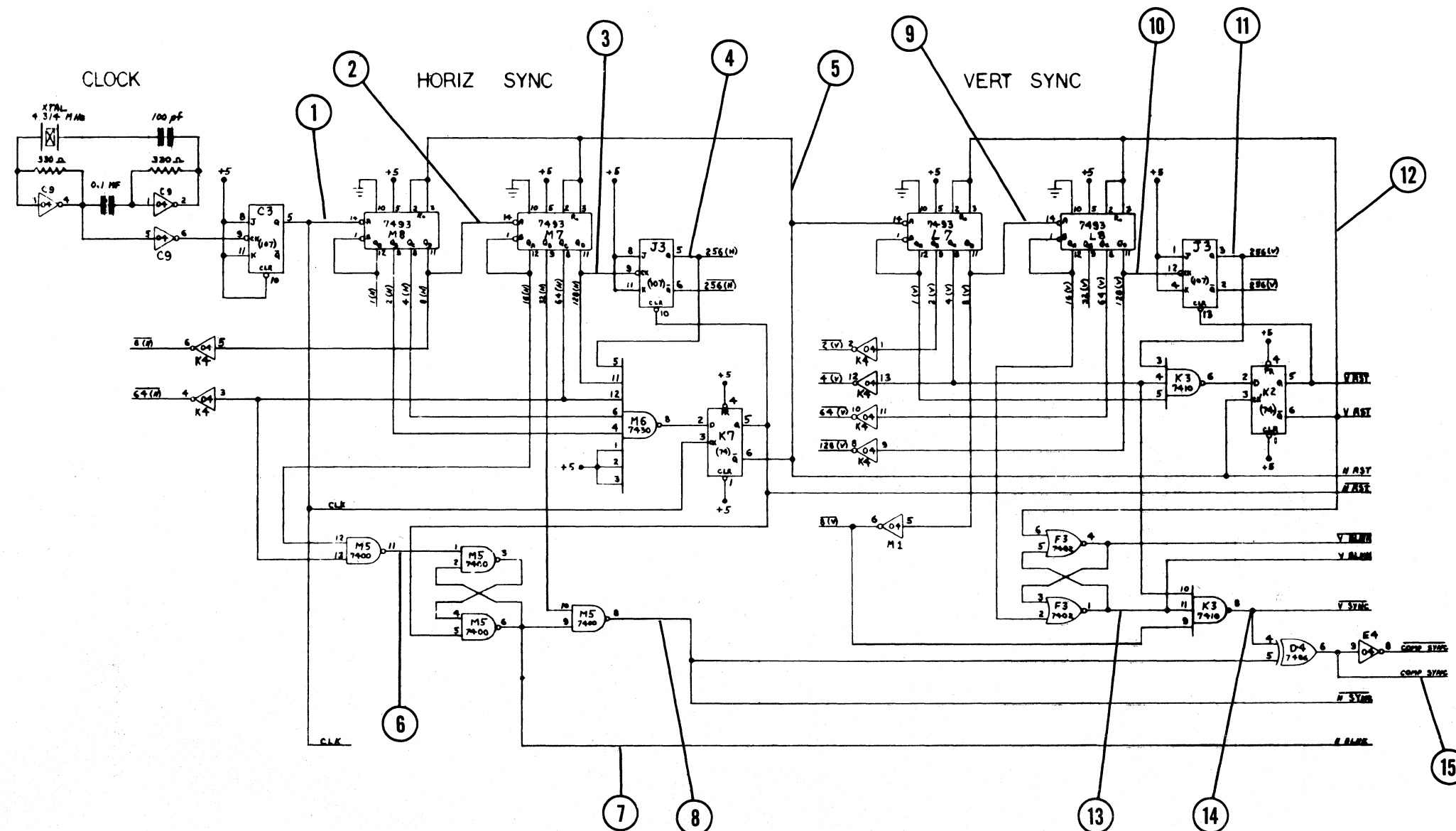
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5. **Logic Probe:** LO and pulsing.
Video Probe: Narrow white vertical line at extreme right edge of course.
6. **Logic Probe:** HI, LO and pulsing.
Video Probe: Produces five vertical columns where on is visible to the left of the score, two are in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



- Video Probe:** Narrow light vertical lines moving with course.
21. **Logic Probe:** LO and pulsing.
Video Probe: Two vertical columns approximately $\frac{1}{2}$ 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 ½ 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 $\frac{1}{2}$ 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.

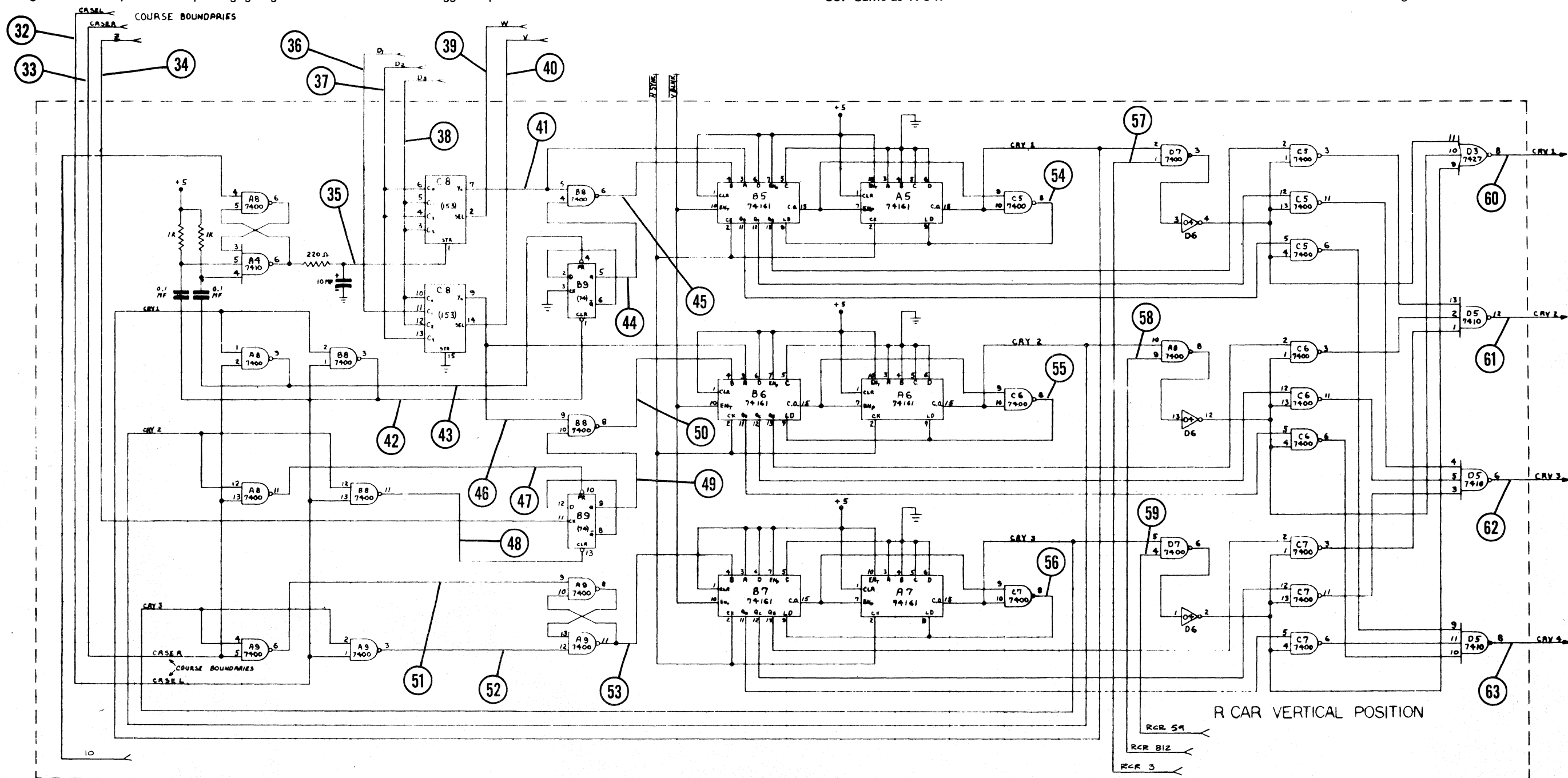


32. Same as TP26.
33. Same as TP 26 except at top boundary.
34. **Logic Probe:** Goes HI when score units counter reaches 8; stays HI until tens counter is incremented.
35. **Logic Probe:** LO pulsing HI when one of the R Cars encounters the course.
36. **Logic Probe:** HI, LO and pulsing.
37. **Logic 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

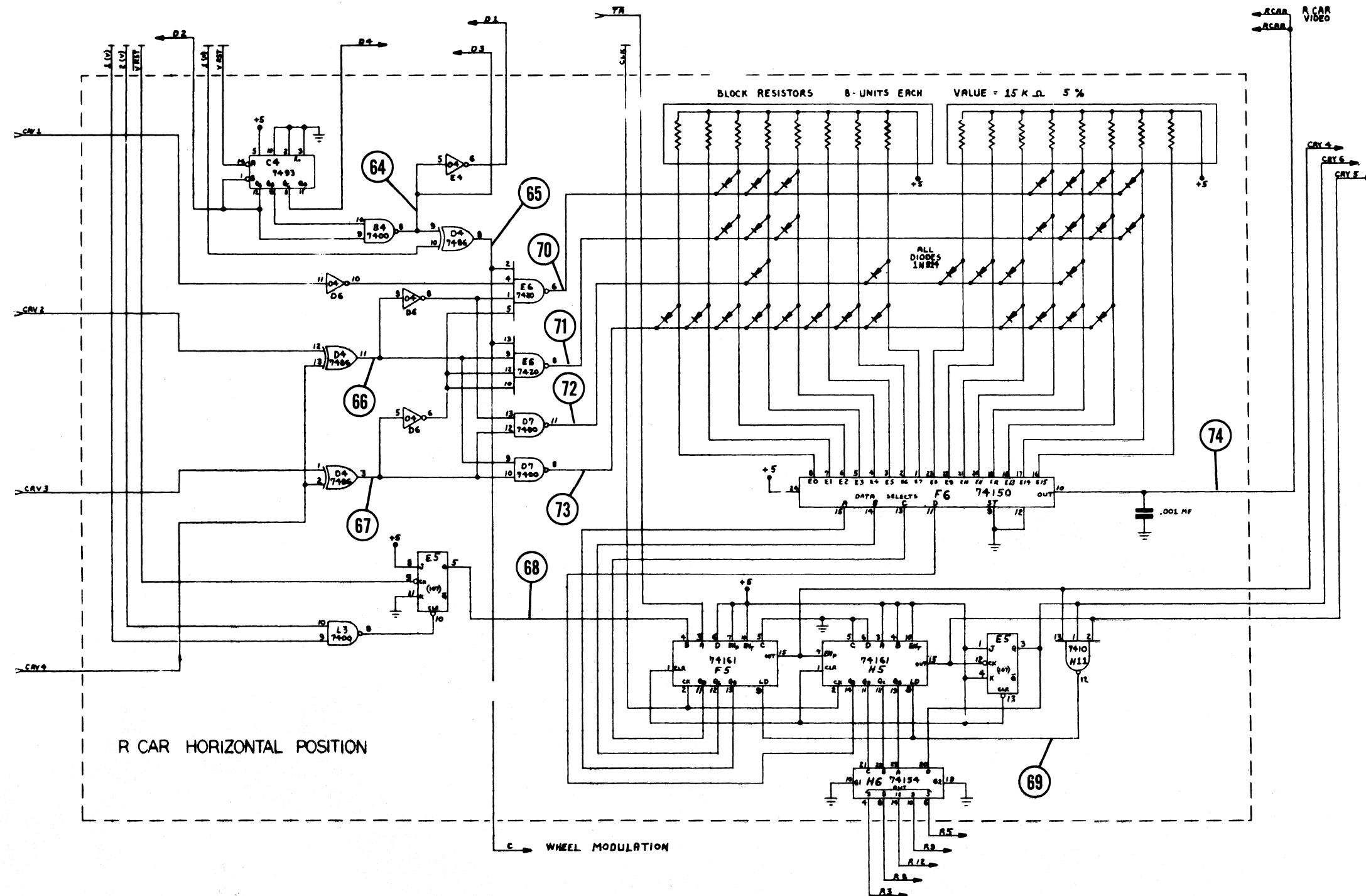
- random intervals.
42. **Logic Probe:** Pulses LO when a car encounters the upper course boundary.
43. **Logic Probe:** Pulses LO when a car encounters the upper course boundary.
44. **Logic Probe:** Drops LO when a car encounters the lower course boundary and returns HI when the upper boundary is encountered.
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.

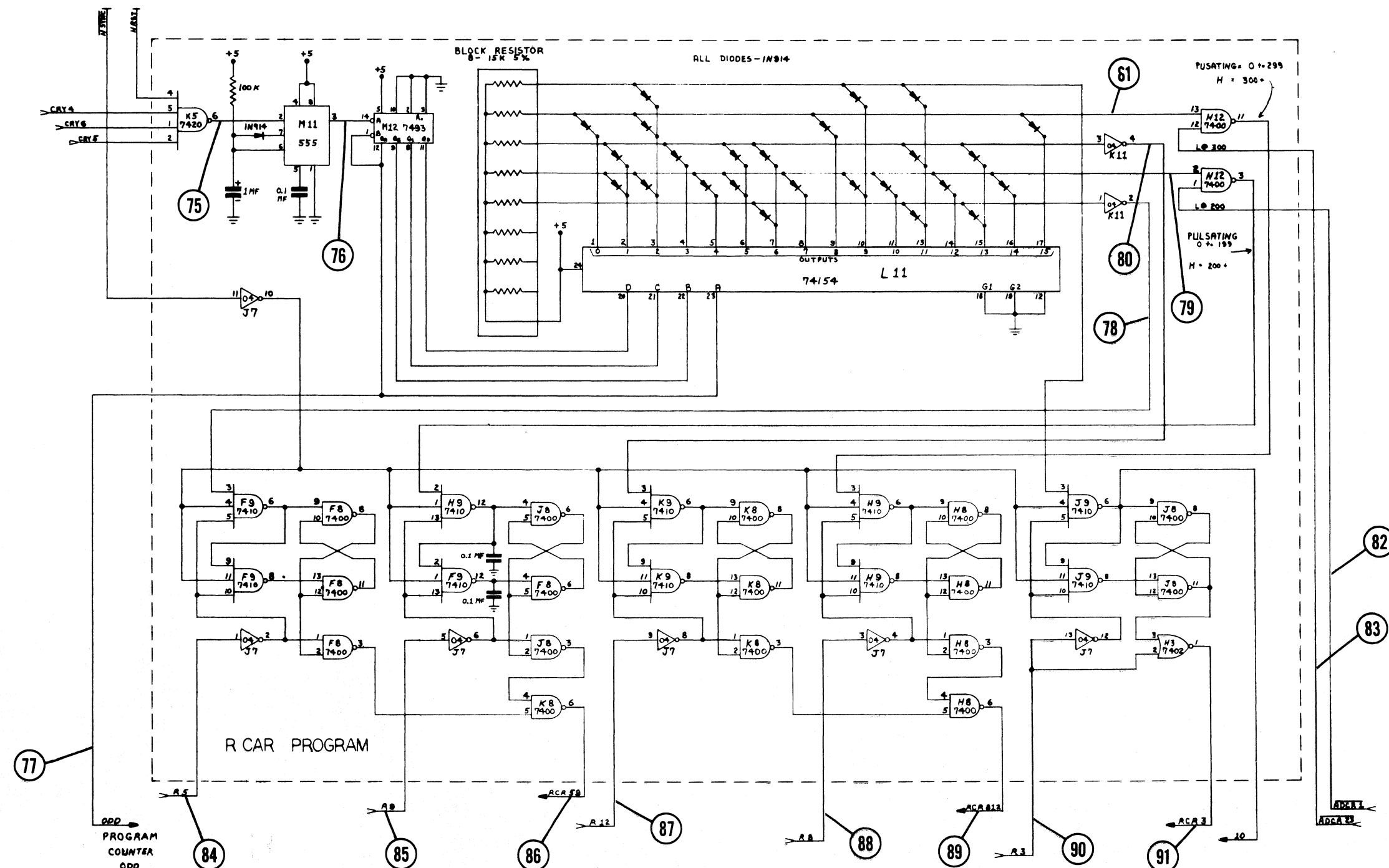


75. **Logic Probe:** HI pulsing LO when dark bar in TP69 crosses H RST.
76. **Logic Probe:** Pulses HI for approximately 0.1 sec. when TP75 pulses LO.
77. **Logic Probe:** Changes state when TP76 has pulsed HI twice.
78. **Logic Probe:** Rises HI when the program counter reaches 6, 11 or 13.
79. **Logic 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.

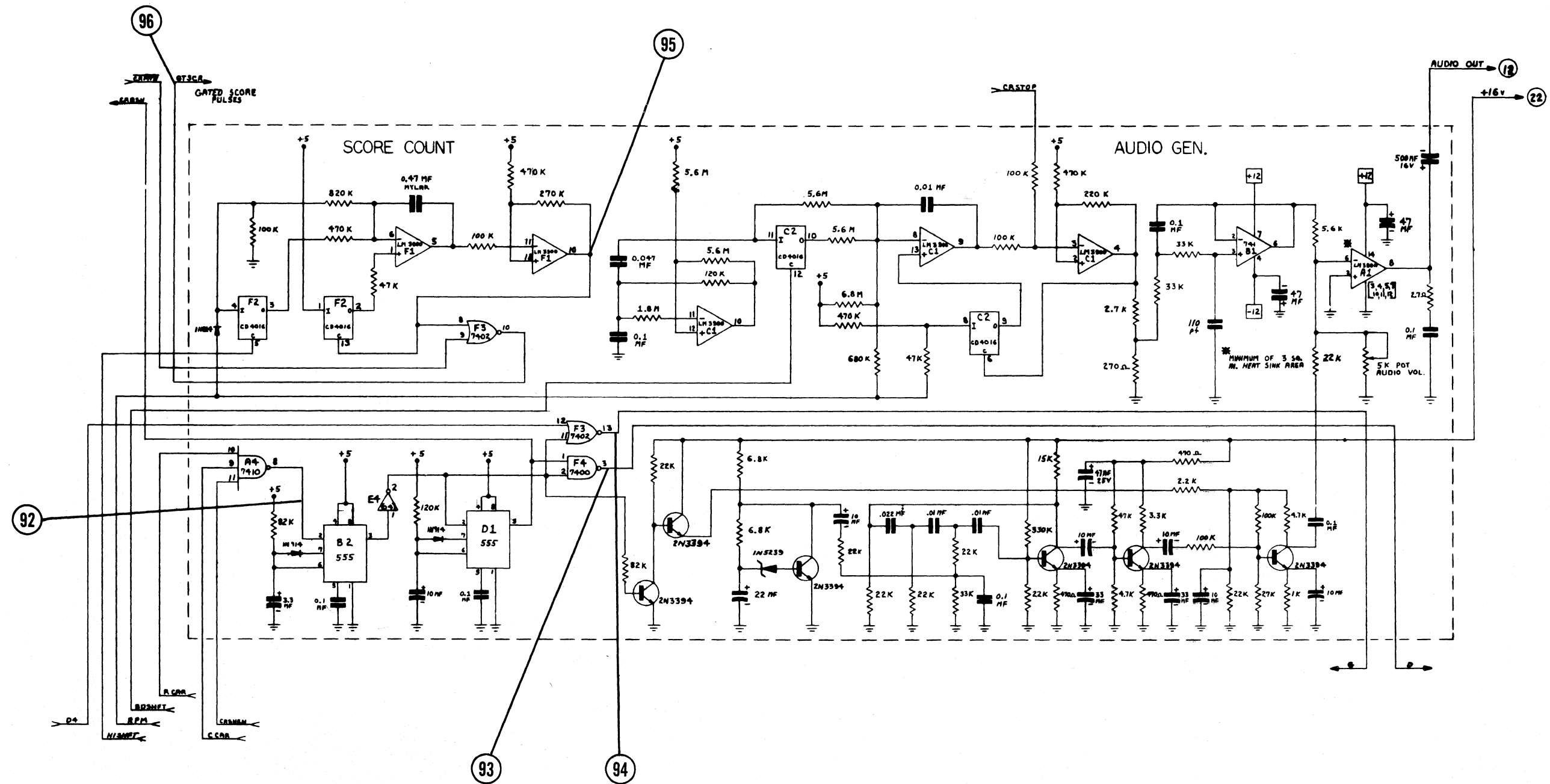


92. Logic Probe: Pulses LO during crash.

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.



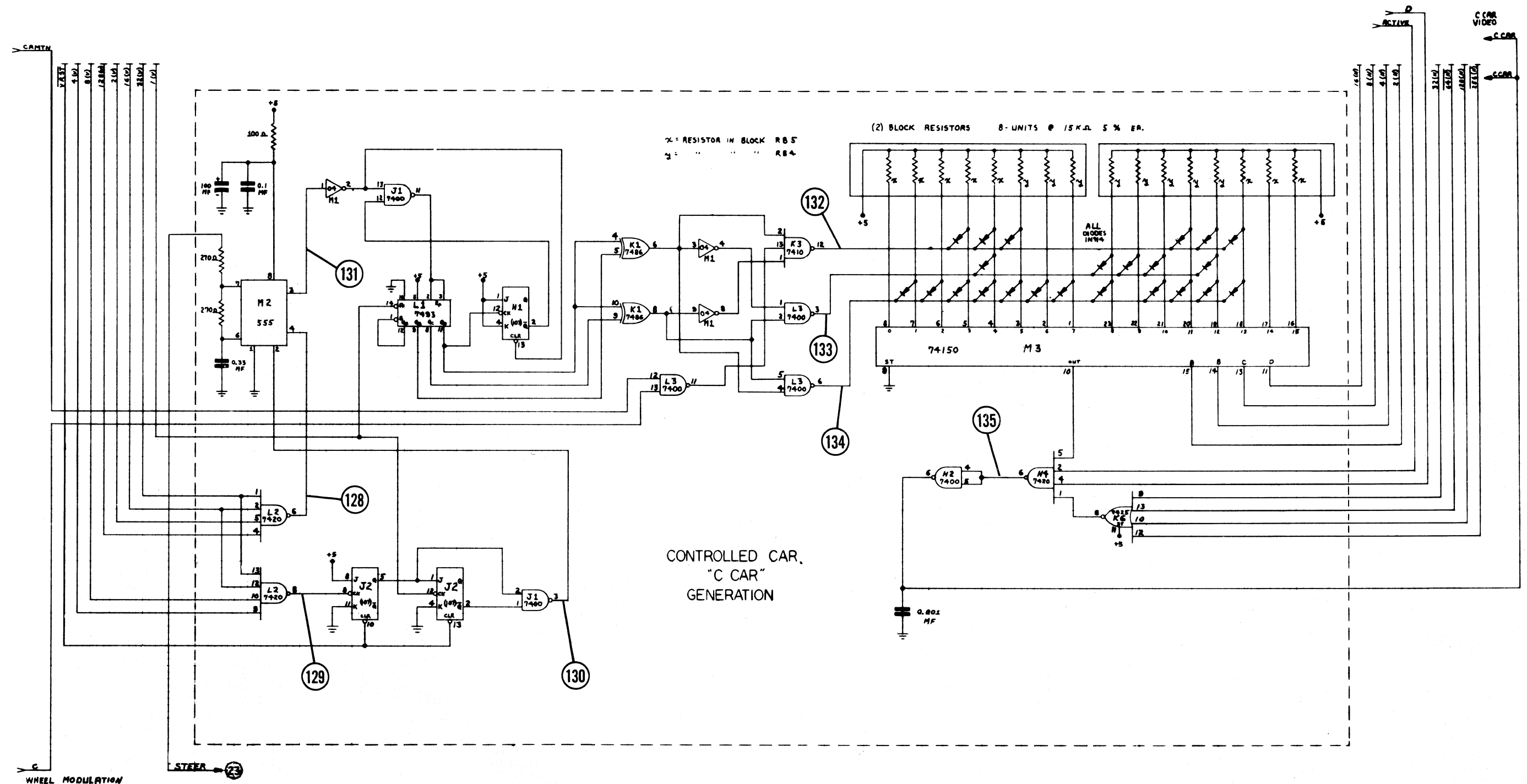
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- The diagram illustrates the internal logic of a video game system, divided into several functional blocks:
- Game Time Gen. (100-105):** This section generates the game clock and load signals. It includes components like 74192 (101, 102), 7410 (103), 7402 (104), and 7400 (105). It receives inputs from GTCNT and GTSCA and produces outputs like GT, GT3CA, and GAME CLOCK LOAD.
 - Score Gen. & Multiplexer (107-108):** This block handles the score generation and multiplexing. It includes components like 7410 (107, 108), 7400 (109), 7402 (110), and 7401 (111). It receives inputs from the Game Time Gen. and produces outputs like TLT STR and SCORE VIDEO.
 - Logic Components (112-126):** This section contains various logic components like 7410 (112, 113), 7400 (114, 115), 7402 (116, 117), 7401 (118, 119), 7403 (120, 121), 7404 (122, 123), 7405 (124, 125), and 7406 (126). These components are interconnected to perform various logic functions.
 - Other Components (127-131):** This section includes components like 7410 (127, 128), 7400 (129, 130), 7402 (131), and 7401 (132). These components are also interconnected to perform various logic functions.
- The diagram is annotated with callouts 100 through 126 and 127 through 131, corresponding to the numbered circles in the image. The callouts are as follows:
- 100: GTCNT
 - 101: 74192
 - 102: 74192
 - 103: 7410
 - 104: 7402
 - 105: 7400
 - 106: GT
 - 107: 7410
 - 108: 7400
 - 109: 7400
 - 110: 7402
 - 111: 7401
 - 112: 7410
 - 113: 7400
 - 114: 7400
 - 115: 7400
 - 116: 7402
 - 117: 7402
 - 118: 7401
 - 119: 7401
 - 120: 7403
 - 121: 7403
 - 122: 7404
 - 123: 7404
 - 124: 7405
 - 125: 7405
 - 126: 7406
 - 127: 7410
 - 128: 7410
 - 129: 7400
 - 130: 7400
 - 131: 7402
 - 132: 7401

128. **Logic Probe:** HI and pulsing.
Video Probe: Two sets of four narrow black horizontal bars at the bottom of the CRT.
129. **Logic Probe:** HI and pulsing.
Video Probe: Four equally spaced narrow dark horizontal bars.

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

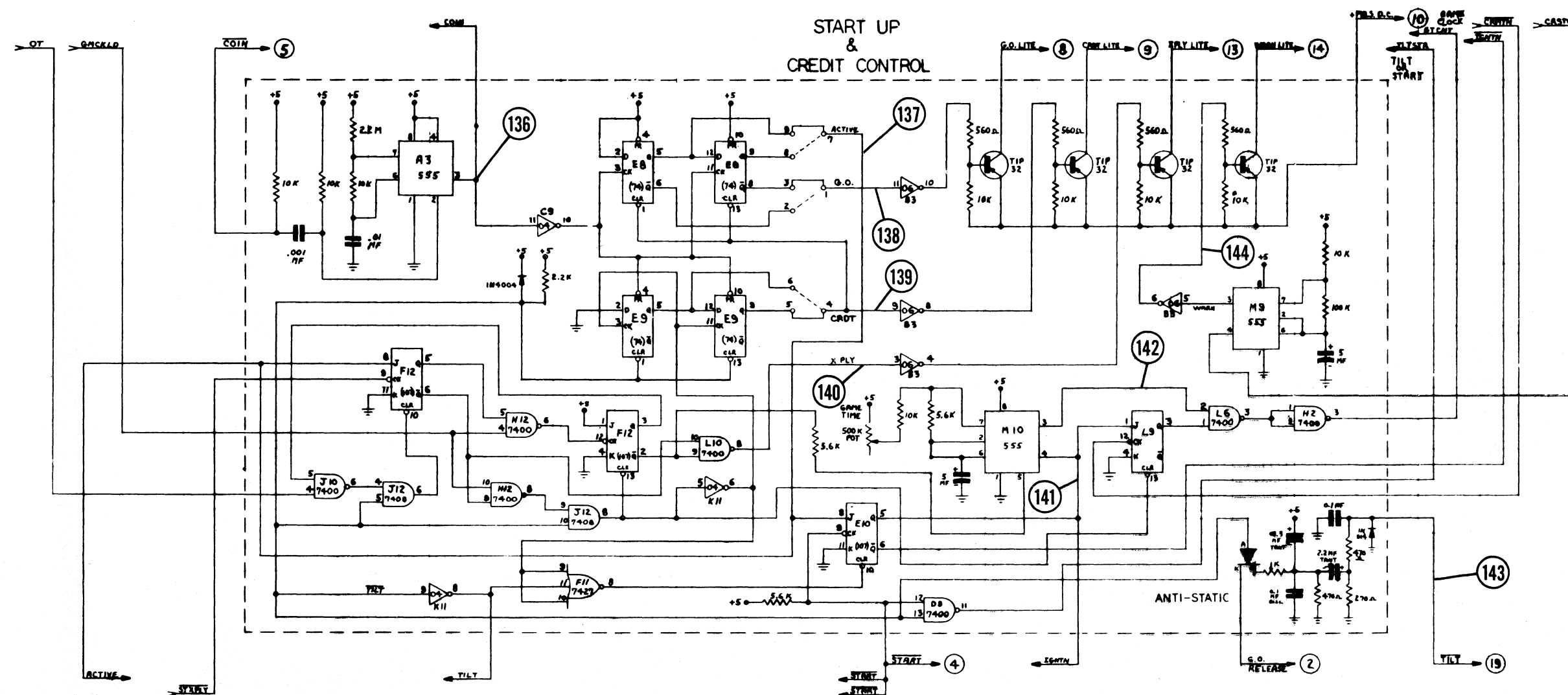
- corresponds to setting of steering pot.
132. **Logic Probe:** HI and pulsing.
Video Probe: Two dark narrow bars over wheels of C Car which become serrated during game.
133. **Logic Probe:** HI and pulsing.

- Video Probe:** Two dark narrow bars over axles of the C Car.
134. **Logic Probe:** HI and pulsing.
Video Probe: Single dark narrow bar over body of the C Car.
135. **Logic Probe:** Darkens image of C Car.



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.

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.



