WHEELS 1
MIDWAY

DATA BOOK

VIDEO GAME DATA LIBRARY
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32. Same as TP26.
33. Same as TP26 except at top boundary.
34. Logic Probe: Goes HI when score units counter reaches 10; 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: 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 it is incremented.
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 lower course boundary and returns HI when the upper boundary is encountered.
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 TP44 when TP44 is HI.
46. Logic Probe: Similar to TP43.
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 TP40 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.
55. Logic Probe: Dark horizontal line moving with one of the cars.
56. Same as TP44.
57. Logic Probe: HI and pulsing.
58. Same as TP47.
59. Same as TP47.
60. Logic Probe: HI and pulsing.
61. Logic Probe: LO and pulsing.
62. Logic Probe: Two light bars in each car window.
63. Logic Probe: LO and pulsing.
64. Logic Probe: One light bar in each car window.
64. Same as TP38.
65. Logic Probe: HI, LO and pulsing.
   Video Probe: Flickering narrow vertical column.
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.
   Video Probe: Dark vertical line moving horizontally with the R Cars.
69. Logic Probe: HI and pulsing.
   Video Probe: Dark serrated stripe over half of each R Car wheel.

70. Logic Probe: HI and pulsing.
    Video Probe: Dark serrated stripe over the other half of the wheels.
71. Logic Probe: HI and pulsing.
    Video Probe: Dark stripe over the R Car axles.
72. Logic Probe: HI and pulsing.
    Video Probe: Dark stripe over the body of each R Car.
73. Logic Probe: LO and pulsing.
    Video Probe: Lightens car images.

R CAR HORIZONTAL POSITION
75. Logic Probe: PULses LO when dark bar in TP99 crosses HI RST.
76. Logic Probe: PULses HI for approximately 0.1 sec. when TP76 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, 2, 4, 5, 7, 9, 10 or 14.

1. Logic Probe: LO when the program counter reaches 1, 2, 4, 5, 7, 9, 10, 12 or 14.
2. Logic Probe: LO when the score counter reaches 200.
3. Logic Probe: Drops LO when the score counter reaches a count of 200.
4. Logic Probe: Hi and pulsed.
   Video Probe: Combination of TP87 and TP88 with light horizontally moving vertical columns over cars.
5. Logic Probe: Hi and pulsed.
   Video Probe: Horizontal moving dark vertical columns containing a car image when program counter reaches 1, 2, 4, 5, 7, 9, 10, 12 or 14. Remains inside when score reaches 200.
   Video Probe: Combination of TP84 and TP85 with light horizontally moving vertical columns over cars.
7. Logic Probe: Hi and pulsed.
   Video Probe: Horizontal moving dark vertical columns containing a car image when program counter reaches 1, 2, 4, 5, 7, 9, 10 or 13.
8. Logic Probe: Hi and pulsed.
   Video Probe: Horizontal moving dark vertical columns containing a car image when program counter reaches 0, 2, 8 or 15. Remains inside when score reaches 200.
9. Logic Probe: LO and pulsed.
   Video Probe: Combination of TP87 and TP88 with light horizontally moving vertical columns over cars.
10. Logic Probe: Hi and pulsed.
    Video Probe: Horizontal moving dark vertical columns containing a car image when the program counter reaches 1, 2, 4, 5, 7, 9, 10, 12, 13, 14 or 15.
11. Logic Probe: LO and pulsed.
    Video Probe: Same as TP90 except light columns.
12. Logic Probe: Hi and pulsed.
    Video Probe: Same as TP90 except light columns.
13. Logic Probe: LO and pulsed.
    Video Probe: Same as TP90 except light columns.
14. Logic Probe: Hi and pulsed.
    Video Probe: Same as TP90 except light columns.
15. Logic Probe: HI and pulsed.
    Video Probe: Combination of TP87 and TP88 with light horizontally moving vertical columns over cars.
16. Logic Probe: Hi and pulsed.
    Video Probe: Horizontal moving dark vertical columns containing a car image when the program counter reaches 1, 2, 4, 5, 7, 9, 10, 12, 13, 14 or 15.
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; returning 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

102. Logic Probe: LO during game timer going to HI during game. Pulsing LO when time counter is decremented.
103. Logic Probe: HI pulsing LO when hundreds counter at 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: Representing 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 LSB+3 bits.
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 F 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 number.
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 sensitized during game.
133. Logic Probe: HI and pulsing.
134. Logic Probe: HI and pulsing.
   Video Probe: Two dark narrow bars over axles of the C Car.
Video Probe: Two dark narrow bars over axles of the C Car.
135. Logic Probe: Darkens image of C Car.
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 pulldown when C Car is on CRT. Rises HI during crash mode.
144. Logic Probe: Pulses slowly during crash.
145. Video Probe: Dark horizontal bar at top of CRT where the width changes with C Car velocity.
146. Video Probe: Light horizontal bar at top of CRT where the width changes with the setting of the C Car.
147. Logic Probe: LO going HI when the C Car reaches a predetermined speed.