WHEELS 1

MIDWAY.



VIDEO GAME DATA LIBRARY

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15121 206-023

Logic Probe: HI, LO and pulsing.
 Logic Probe: HI, LO and pulsing.

Logic Probe: HI, LO and pulsing.
 Video Probe: Alternating light and dark vertical columns approximately 3½ inches wide.
 Logic Probe: HI, LO and pulsing.
 Video Probe: Divides CRT approximately in half

where left half is light and right half is dark.

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

5. Logic Probe: LO and pulsing.
Video Probe: Narrow white vertical line at extreme

7. Logic Probe: LO and pulsing.

8. Logic Probe: HI and pulsing.

9. Logic Probe: HI, LO and pulsing.
 Video Probe: Alternating light and dark horizontal bars approximately ½ inch wide.

Logic Probe: HI, LO and pulsing.
 Video Probe: Divides CRT in half vertically where

top half is dark and bottom half is light.

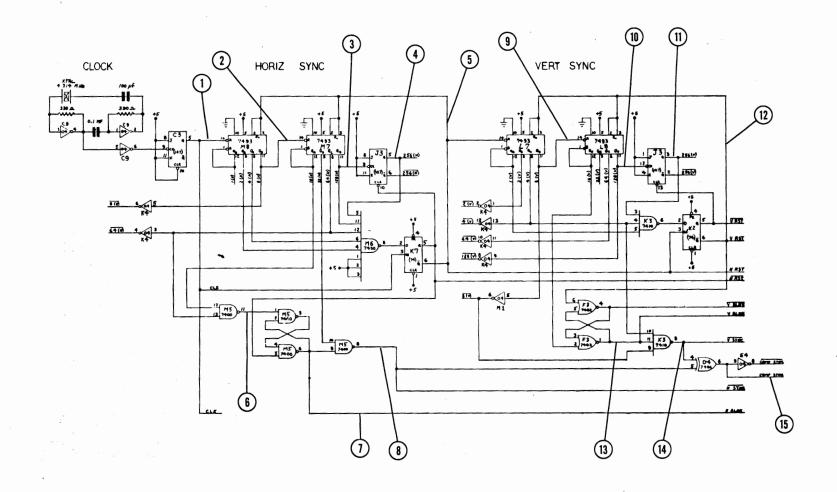
Logic Probe: LO and pulsing.
 Video Probe: Narrow light horizontal bar at bottom of CRT.

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

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.

The state of the s

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.

21. Logic Probe: LO and pulsing.
Video Probe: Two vertical columns approximately ½

Video Probe: Narrow light vertical lines moving with

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.

with course.

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

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.

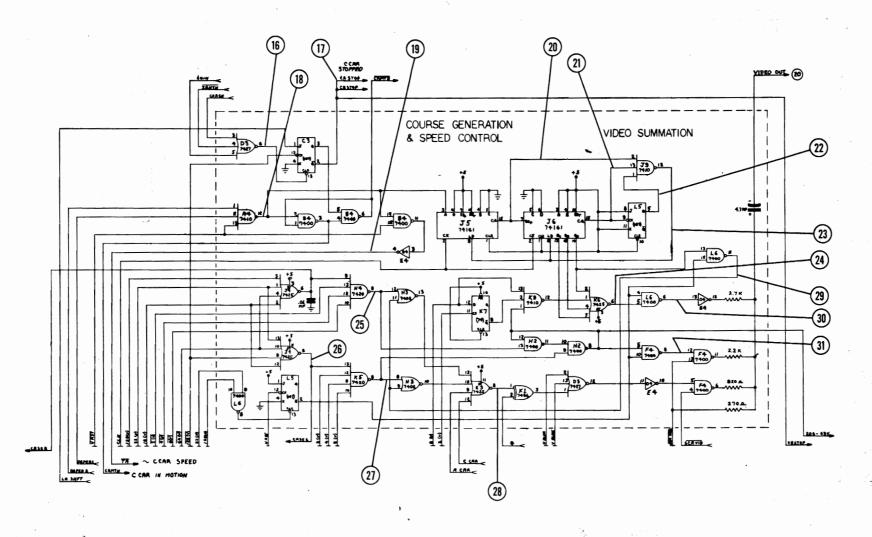
29. Logic Probe: HI, LO and pulsing.

Video Probe: Light and dark vertical columns approximately ½ 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.



2

Land and the same of the same

32. Same as TP26.

A Decision of the last of the

33. Same as TP 26 except at top boundary.

Logic Probe: Goes HI when score units counter reaches 8: stavs HI until tens counter is incremented.
 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.

 St. Logic Probe: HI, LO and pulsing.
 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.

1996 Probe: When TP34 goes HI, the car changes direction. Inverse of TP46 when TP44 is HI.
 10. 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.

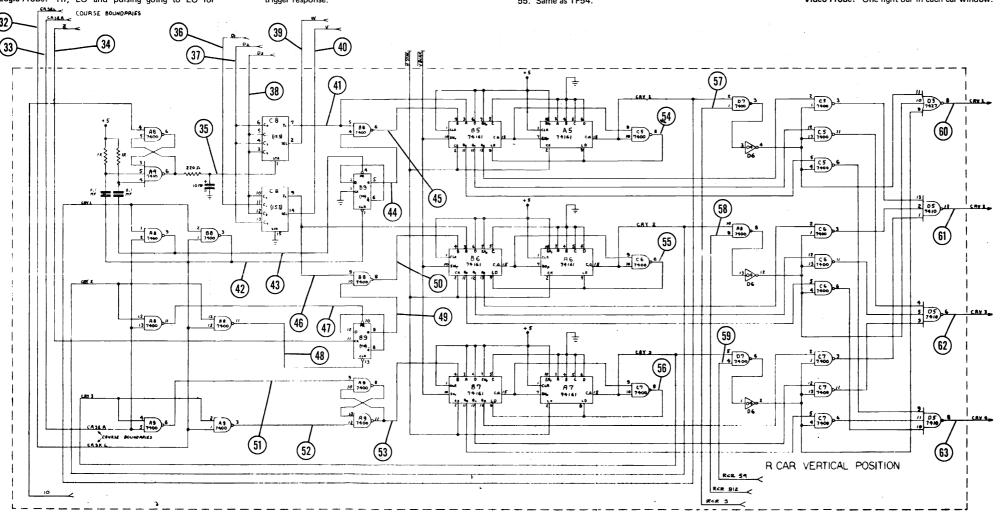
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62. Logic Probe: LO and pulsing.

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. 67. Logic Probe: LO and pulsing.
Video Probe: Light stripe of the body of each R Car. 70. Logic Probe: HI and pulsing.
Video Probe: Dark serrated stripe over half of each 72. Logic Probe: HI and pulsing.
Video Probe: Dark stripe over the R Car axles. Video Probe: Flickering narrow vertical columns.

66. Logic Probe: LO and pulsing.

Video Probe: Light stripe over the body of each R Car 68. Logic Probe:

69. Logic Probe:

Video Probe:

Video Probe:

Video Probe:

Video Probe:

Dark vertical line moving horizontally 73. Logic Probe: HI and pulsing. R Car wheel. 71. Logic Probe: HI and pulsing.
Video Probe: Dark serrated stripe over the other half Video Probe: Dark stripe over the body of each R Car.

74. Logic Probe: LO and pulsing.

Video Probe: Lightens car images. and a light stripe over half of each wheel. with the R Cars. of the wheels. ACAR VIDEO BLOCK RESISTORS 8- UNITS EACH CEL E DIODES 1HEH **66** 74) 73 R CAR HORIZONTAL POSITION C WHEEL MODULATION

Assessment to the second second

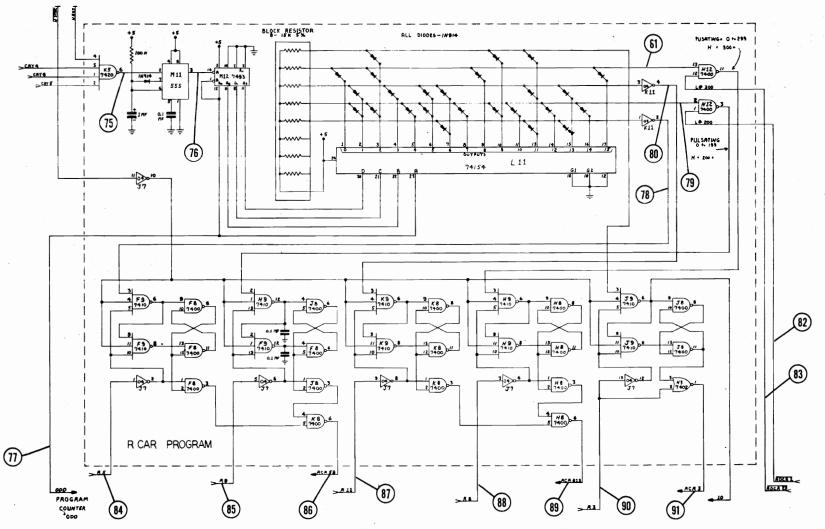
75. Logic Probe: HI pulsing LO when dark bar in TP69 crosses H RST.

The second second

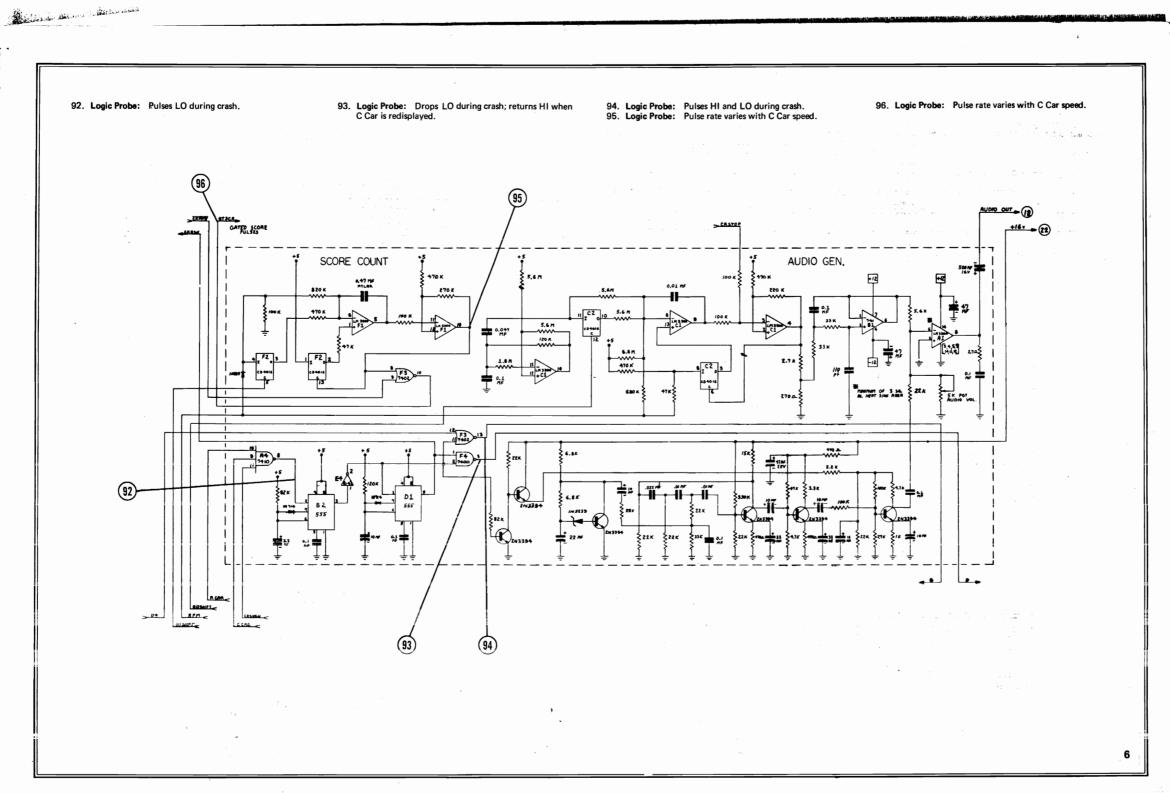
- 76. Logic Probe: Pulses HI for approximately 0.1 sec. when TP75 pulses LO. 77. Logic Probe: Changes state when TP76 has pulsed HI
- 78. Logic Probe: Rises HI when the program counter
- reaches 6, 11 or 13.
- 79. Logic Probe: Drops LO when the program counter reaches 1, 2, 4, 5, 7, 9, 10, 12 or 14.
- 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.



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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 id 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 decre-

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.

SA SE SC SO

SCORE

(97)

(98)

109. Logic Probe:
Video Probe: HI, LO and pulsing.
Represents the LSB of each number. Signal is displayed over the number it represents.

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 seg-

115. Video Probe: Same as TP113 except for the C seg-116. Video Probe: Same as TP113 except for the D seg-

117. Video Probe: Same as TP113 except for the E seg-

118. Video Probe: Same as TP113 except for the F seg-

119. Video Probe: Same as TP113 except for the G seg-

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 seg-

122. Video Probe: Same as TP120 except for the C segment.

123. Video Probe: Same as TP120 except for the D seg-

124. Video Probe: Same as TP120 except for the E seg-

125. Video Probe: Same as TP120 except for the F seg-

126. Video Probe: Same as TP120 except for the G seg-

127. Video Probe: Rows of displayed numbers.

110. Same as TP109 except LSB+1 bit. ment. (107) TLT STR (100) SCORE GEN. MULTIPLEXER cov E11 grant 1 J E10 5c... D11 (127) (119) 13 7400 74151A D10 74151 A C10 7415/A #10 ٩ 7400 1/201 11 ER YIP (11)

(110)

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The second secon

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 hori-

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

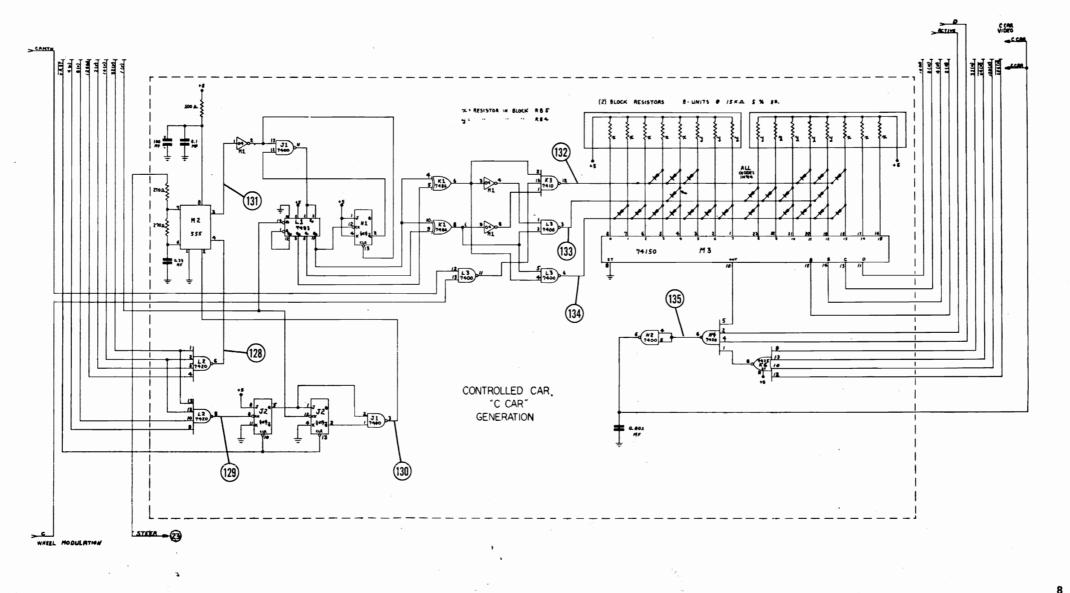
C Car.

134. Logic Probe: HI and pulsing.

Video Probe: Single dark narrow bar over body of the

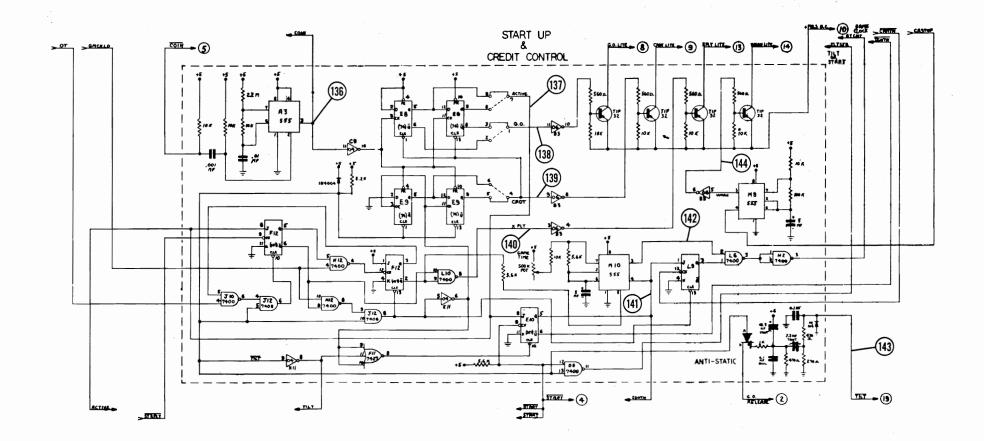
C Car.

135. Logic Probe: Darkens image of C Car.



- An about

 - 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
- 144. Logic Probe: Pulses slowly during crash.



9

