Big Buck HD - Release Change Log

Changelog information does not constitute hardware approval.

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v8.62 - January 30, 2020
- Support for HP 705 G4 and GTX 1650 graphics card
- Removed bonus game previews from attract

v8.61
- Update to support GTX 1650 graphics card

v8.60
- *Patch Size: 6 mb*
- Disabled Ladies Tourney interface in Pro site select
- Disabled Showdown in game select
- Updated WC journey layout on Canada locale

v8.59 - November 11th, 2019
- *Patch Size: 5.5 mb from v8.58*
- Fix for overlapping graphic in Qualifier Journey Screen
- Fix for Special Edition (Game Warden or World Championship) player cards preventing score submission when swiped in attract to start a game
  - Checks for a Special Contest before using Edition flag from player card

Database Change - November 4th, 2019
- All Game Warden & WC cards temporarily flagged as normal player cards

v8.58 - October 29th, 2019
- *Patch Size: 11.2 from v8.55*
- Updated Qualifier leaderboard art in attract mode
- Adjusted scroll speed of qualifier leaderboard

Database Change - October 28th, 2019
- Pro now requires v8.58 to be enabled
- GWB now requires v8.58 to be enabled
- Updated National data caching to last for current season, instead of resetting monthly
- Updated personal best data caching to last for current season, instead of all time

v8.57
- Fine tuning of score balancing
  - Buckzilla and Irish Elk animal & trophy scoring reduced to be inline with other animals
  - Buckzilla critter scoring reduced from 50 point increments to 10
- Fix to prevent GWB from submitted online data records

v8.56
- Initial pass at rebalanced Scoring for Big Buck animal adventures
- Visual updates to WCQ leaderboards & qualifier journey

v8.55 - September 16th, 2019
- *Patch Size: 25 mb from v8.54*
- Fix for swiping different Hunting Permit after opting not to continue GWB challenge

Database Change - September 9th, 2019
- Fixed player login error case to now return expected -1 playerID - Anonymous

v8.54 - September 4th, 2019
- *Patch Size: 9 mb from v8.53*
- Added additional assets for Great White Buck challenge
  - Added Cost to Play to initial hunting permit welcome screen
  - Added GWB hunting permit widget to game select
  - Added additional sound effect
  - Added GWB icon to continue offer
- Added recognition of Special Edition Player Card swipe at game select
- Changed Hunting Permit swipe in attract to skip Press Start screen

v8.53 - August 26th, 2019
- *Patch Size: 20 mb from v8.52*
- Support for Great White Buck challenge
  - Added additional game art assets
  - Recognition of Special Edition Player Card swipe in attract mode

Server Change - March 1st, 2019
- 3G Cell Modems can no longer be activated, requires new 4G modem
  - Verizon is retiring the 3G network at the end of 2019

v8.52 - March 1st, 2019
- *Patch Size: 9.5 mb from v8.50*
- Cell Modem info thread now runs regardless of online state
- Fix to run connection startup script if Quick Offline Reboot file doesn't exist
- Fix for environment rendering bug if continuing from trek 3
  - Trek 3 assets properly unload when continuing to trek 1

v8.51
- Added skip option to File Test
- Added Quick Offline Reboot mode (for game maintenance) to Utilities menu
- Fixed Target Trek logo display when continuing adventure
- Fixed Target Trek cash pile display on adventure select for Wildebeest

v8.50 - January 7th, 2019
- *Patch Size: 11 mb from v8.48*
- Showdown now defaults to OFF in game software as well as database
- Added further support for 4G cell modems
- Fixed Bonus Only plaque sizes for Buckzilla Bonuses (Colossal Foot, Super Pappio, Triceraplop)
- Fixed Buckzilla bonus games in shootout awarding both players when shooting same target
- Fixed missing bull in Gemsbok shootout trek 1 site 3
- Fixed missing critters in Buckzilla shootout trek 2 site 5
- Fixed Promocode usage to send players to arcade mode instead of Pro

v8.49
- *WC 2018 software*
- Added animal names to bracket tournament site select

v8.48 - October 4th, 2018
- *Patch Size: 80mb from v8.43*
- Fix for In Case of Zombies game end bug
- Added additional logging for Premium Content

v8.47
- Fix for In Case of Zombies game start Bug
- Removed WC 2018 changes

v8.46
- *WC 2018 software*
- Added functionality to bracket tournament for Zombie Whitetail Deer sites
- Added Zombie Deer intro movie - headshots only

Database Change - October 1st, 2018
- Pro mode now requires v8.45
- Pro Shootout Practice mode enabled on v8.45

v8.45 - October 1st, 2018
- *Patched Games back to v8.43 on October 2nd, 2018*
- *Bug: In Case of Zombies game start issue*
- *Patch Size: 11.5mb from v8.43*
- Added new admin adjustment to enable/disable Pro Shootout Practice game mode
- Big Buck Pro - improved transition between seasons
- Bug Fixes for v8.44

v8.44
- Disabled Cell Modem Activation for 4G modems (they do not need/use it)
- Updated Game Select menu to include Pro Shootout Practice game mode
- Added Pro Shootout Practice game mode
- Added new admin adjustments for Pro Shootout Practice game mode

v8.43 - July 23rd, 2018
- Fix to display of custom tourney attract leaderboard when Pro disabled

v8.42
- Update Qualifier leaderboard graphics to show Las Vegas instead of Chicago

Database Change - July 11th, 2018
- Fixed National Leaderboard to correctly use current month instead of lifetime data

v8.41
- Added support for new 4G LTE modem (Novatel 551L)
- Player login now permitted for custom tournaments when Pro disabled

Database Change - June 4th, 2018
- Buckzilla now requires v8.39 or later
- Big Buck Pro now requires v8.40 or later
- National adventure leaderboards now use only scores from current month

v8.40 - June 4th, 2018
- Fix incorrect streak calculation when not starting from the 1st trek

v8.39 - May 21st, 2018
- Attract Mode
  - Improved delineation between skill and wildcard on qualifier leaderboards
  - Target Trek leaderboard now shows total Prize pool instead of top prize
- Game Select
  - Fixed back button at pay-up screen for turn-based Classic to return to prior menu
- Added new cost adjustments for Offline Trek and Offline Adventure
  - These adjustments control price when Big Buck Pro is not available
- Offline Trek play now uses the new continue menu with replay option
- Fixed remaining "Monster Island" references to say "Buckzilla"
  - Intro/Outro movies
  - Multiplayer leaderboard banner

v8.38 - unreleased
- Fixes for v8.37
  - Attract Mode
    - Fixed missing qualifier leaderboards on Canada
    - Target Trek and Qualifier leaderboards hidden if content is disabled
  - Casual
    - Buckzilla doe icon now shown with No Doe-Out enabled
  - Pro
    - Fixed ability to cause overlapping screens in Pro player UI
    - Fixed blue bar positioning on expanded Target Trek page

- - - Fix for overlapping expanded pages in site select
      - Target Trek rivals updated properly on continue
    - Diagnostic
      - Fixed game reset after changing some adjustment
      - Prizes/Leaderboard will not be requested from database if content disabled
    - Added Trophy coins to site select for buckzilla
    - Fixed random movie crash (causes a timeout instead)
  - Known Issues
    - New QR Codes not functional

Databaes Change - May 1st, 2018
- Enabled Buckzilla for games running v8.37+
- Enabled Big Buck Pro for games running v8.37+ that are not otherwise prohibited

v8.37 - April 29th, 2018
- Database Change
  - Ranked Play (Pro) disabled for older software
  - Ranked Play (Pro) disabled for games using non-default currency
  - Ranked Play (Pro) disabled for games registered in NJ
  - Ranked Play (Pro) disabled for home units or otherwise prohibited locations
- Fixes for v8.36
- Removed Target Trek from Canada
  - Update player UI on Canada to remove mention of Target Trek
- Known Issues
  - Canada: Attract mode Qualifier leaderboards not displayed
  - Target Trek and Qualifier leaderboards still present when trophy club is disabled

v8.36 - unreleased
- Fixes for v8.35

v8.35 - unreleased
- Added Buckzilla animal adventure
- Added 3 bonus games: Tricera-plops, Colossal Foot, and Super Pappio
- Updated Game Select
  - Arcade mode now Big Buck Hunter Casual
  - Ranked mode now Big Buck Hunter Pro
  - Custom/national tournaments now under Big Buck Spotlight
  - Added graphical rotation of tournament plaques to Spotlight
- Big Buck Pro game mode
  - Added Trek Select
  - Updated continue offer to allow replay of the completed trek
  - Updated Player UI
    - Removed stat tracking information
      - All still available on bigbuckhd.com
    - Added Rival leaderboards for current trek, qualifier, and target trek

- ■ Removed Ticker bar
- ■ Added Ladies Qualifier widget
- ■ Added Qualifier time remaining widget
- Added Target Trek tournaments
  - ○ Accessed by playing in Big Buck Pro
  - ○ Game now submits trek scores
  - ○ 5 best scores for the Trek combined
- Added support for seasonal competitions
  - ○ Accessed by playing in Big Buck Pro
  - ○ 5 best scores for every trek combine for an overall score
  - ○ All scores combine for a cumulative score
  - ○ Players ranked by both overall and cumulative
- Added support for global competition
  - ○ Enabled for seasonal/qualifiers
  - ○ Enabled for Target Trek tournaments
  - ○ Unified global end time of 6am UTC
- Added Pappy tooltip/info widget
- Updated attract mode qualifier leaderboards
  - ○ Changed vertical side-by-side display to a stacked horizontal display
- Updated default advertisement images
- Removed Instant Tournament and Instant Tournament High Stakes

Database Change - March 5, 2018
- Security Update - software older than v8.22 will no longer connect

v8.34
- Fixed incorrect text on bracket tourney matchup screen - changed "bet" to "be"
- Fixed buck tip displaying incorrect during tournaments
- Fixed incorrect trek count during bracket tournament championship match
- Added ability to disable/enable Player Calibration within Hardware Adjustments
- Known Issues
  - ○ Adjustments
    - ■ Changing currency type causes a game reset
    - ■ With Premium Content buyout, changing cost to play causes a game reset

v8.33 - September 5th, 2017
- Improved wifi connection for HP705 G3
  - ○ Fixes some cases when adapter would fail to obtain an IP address without a hard reboot

v8.32 - June 14, 2017
- Startup script now checks that an msr90 card reader is connected to the right port
- Fixed error with Irish Elk shootout sites being blank introduced in v8.30

v8.31 - unreleased
- Fixed disappearing "Money In" attract mode text introduced in v8.30

- Fixed flickering transition scroll introduced in v8.30
- Fixed glass break selection in Bonus Only on timeout
- Fixed loss of dongle returning to generic splash screen instead of *Insert Dongle* screen
- Additional pages removed from attract mode in *No Hunting* mode

v8.30 - unreleased
- Updated GTX 1050 driver
- Updated CentOS version
- Updated software restore process
- Support for msr90 card reader
- "Just Bonus Only" adjustment changed to "No Hunting Mode"
  - Mode now allows Zombies to be played
  - Hunting removed from attract mode
- Updated Tourney Leaderboard
  - Winner's List now only shows winners
    - Full list shown if pump is held
  - Fixed player icons overlapping during scrolling
- Updated physical game tracking
  - Video card info now submitted to database (card name, driver, resolution)
- Fixed gemsbok trophy coins
- Fixed big game trophy scoring in showdown

Database Change - April 1st, 2017
- Enable Gemsbok adventure

v8.29 - February 21, 2017
- Support for nvidia Geforce GTX 1050 graphics card

v8.28 - February 8, 2017
- Fixed updating Duck Dynasty national leaderboard on units with offline content buyout
- Fixed Bighorn scores on showdown
- "No Doe-Out" adjustment
  - Fixed doe tally in a "no doe-out" site
  - Fixed tally of trophy/streak. Doe penalty can only nullify the main site score.

v8.27 - unreleased
- Added "Just Bonus Only" adjustment
  - When ON, the game goes straight to bonus only when started
  - "Bucks" column removed from leaderboards for Bonus Only
- Added "No Pigs" adjustment
  - When ON, the pig and its wheel are removed from the Moonshine Factory Bonus
- Added "No Doe-Out" adjustment
  - Only affects Arcade Mode
  - When ON, the site does not end if the player shoots a doe
  - Each doe incurs a point penalty for the site score

- - - Site scores can not go negative
  - Showdown
    - Showdowns with no opponents (due to connection issues) will no longer perform replays
    - Now permits opponents from identical locations
    - Big Game Bonus animals are now included into the trophy score
  - Arcade Mode
    - high score name entry now always shows the timer
    - Fixed the Big Bucks in Bighorn shootout shot report
    - Fixed Gemsboks being easier than intended (always one shot kills)
  - Fixed errant diag inputs when using the second player gun
  - Player Gun Calibration
    - Players can calibrate cabinets by swiping player card in attract & entering their guncal pin
    - Guncal pin can be set through the bigbuckhd.com website, under account settings
    - Gun calibrations are now logged in the database

v8.26 - November 7th, 2016
- Fix for player name appearing censored

v8.25 - unreleased
- Fix for rejected matches resetting site data for web display

v8.24 - unreleased
- Added "pump held" signal to bracket tournament site select
- Fixed Bracket Tournament winner's name not being displayed
- Fixed fuzzy texture on wildcard badge

v8.23 - unreleased
- *Bug: Winner's name no longer displayed when bracket is completed*
- Updated bracket tournament attract/winner ui
- Added sponsored round functionality to bracket tournaments
- Added Hunting Party name to showdown lobby
- Showdown replay skipped if playing solo

v8.22 - June 6th, 2016
- Fix for trophy coin icons during tournaments
- Update cached position on main WC qualifier leaderboard after each qualifier play
- Fix for checking tourney eligibility (now checks all sites/bonuses against each upgrade option)
- Fix for syslog messages about failing to install promotion menu in offline games

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Software older than v8.22 can not connect online

v8.21 - May 4th, 2016
- Changed how a qualifier is flagged as a ladies tournament for displaying leaderboard art and header
  - For the 2016 qualifiers, pre v8.21 units will display the same leaderboard art for both the
  - ladies qualifier and the WC qualifier

Database Change - April 1st, 2016
- Enable Bighorn Sheep adventure

v8.20 - March 31st, 2016
- Fix for inverted identification of Bighorn Sheep and Gemsbok in data files
  - Fix: Bighorn Sheep bonus instead of Gemsbok now in Arcade mode Bonus Only
  - Fix: Bighorn Sheep leaderboard instead of Gemsbok shown in attract
  - Fix: Bighorn Sheep bonus instead of Gemsbok used in Showdown/Arcade randomizer

v8.19 - March 28th, 2016
- Fix for graphical glitch introduced in v8.18

v8.18 - unreleased
- Stricter profanity rules - outlaw c-word as a substring
- Cabinet Suspend feature removed - operators should be unregistering the unit instead
- Supermarksman will check for a win more frequently

Database change - February 1st, 2016
- Disabled 10 player High Stakes Instant Tourney
- Enabled 5 player High Stakes Instant Tourney

v8.17 - January 25th, 2016
- Fix for alpha object sorting and rendering
- Fix for a false error message indicating location registration has failed when it actually succeeded

~~v8.16 - January 11th, 2016~~
- *Patched games back to v8.15 on 1-19-16*
- *Bug: On some site versions, alpha objects (branches, brush, etc.) are incorrectly sorted and rendered*
- improved cell modem detection after a usb disconnect/reset
- profanity check for player names on login - will replace name with dashes
- patch system refreshes screen to prevent console messages from causing positional glitches
- fixed icon glitch in duck dynasty shootout bonuses
- fix for big game bonus in arcade shootout

v8.15 - November 4th, 2015
- Player Names displayed during Shootout bonuses in top left/right
- Shootout bonus scoring changed (point values are now 2.5x normal)

v8.14 - unreleased
- showdown lobby timer extended - obeys admin database adjustment
- added advertisment for player cards at showdown continue
- player icons shown during showdown for logged in players
- Added Arcade mode animal adventure high scores
- Added adjustment to block Wild West bonus and use Clockwork instead

v8.13 - unreleased
- Shootout bonus scoring revamp (point values doubled)
- Player Names displayed during Shootout sites in top left/right
- Site Scores sent to database for bracket tournaments

v8.12 - unreleased
- Fix for promo code use to redeem for the value of Arcade mode play if non-default cost is set
- Showdown refreshes display after name entry
- *Bug: Introduced inverted identification of Bighorn/Gemsbok in some game modes*

v8.11 - released for China field test and show only
- Fix for reticle disappearing too soon during showdown name entry
- Added China country support
- Added partial Chinese translations for key instructions and some subtitles

v8.10 - August 24th, 2015
- Added name entry to Showdown arcade mode
- Added asynchronous play to Showdown when live players are not found
- Revamped Showdown lobby UI
- Fix game flow for promo code redemption to go into Arcade mode instead of adding $1 credit
- Fix for foreign dollar displays in Zombies

v8.09 - June 19th, 2015
- Extended wait/cache times for upgrade/premium content msgs to help games with spotty connections maintain content
- WiFi connections now use longer wait/cache timers
- Game title now controlled by database instead of game to prevent a spotty connection from causing the game title to change on CoinUp
- Super marksman defaults to OFF for Canada
- Fix for currency adjustments returning to default on restore rather than syncing to database
- Updated hard-coded IP address for AU server
- Fix for gameplayinfo not being sent for turn based game starts

v8.08 - June 9th, 2015
- Fix for Duck Dynasty Shootout when no custom tourneys are present
- Game will no longer display High Stakes option if High Stakes template is not found
- Login is now before payment for Classic Tournaments

- Reduced restrictions on profanity filter during operator registration
- Fix for rare case of not counting animals shot after dangerous trophy appears

v8.07 - May 18th, 2015
- Added offline version of "Big Buck Classic" regular mode with name entry
- Removed outdated and unused "Trek/Adv Cost" Adjustments - Ranked Play cost is used instead
- Altered non-US default Showdown cost to reflect single trek play
- Fix for non-currency (coin/swipe/token) pricing of bought out premium content to NOT be related to the online cost of a single trek
- Fix for Instant Tourneys showing up erroneously as High Stakes when tourney templates are out of date
- Fixed Custom Tourney showing Dangerous Trophy ui graphic for Big Game Trophy critters

v8.06 - May 6th, 2015
- Fix for Irish Elk in custom tourneys causing a delay at the end of a site

v8.05 - April 29th, 2015
- Added name entry to arcade shootout
- HP705 usb warning screen updated to reflect use of USB card
- Payout table shown during Instant Tourney Coming Up screen
- Adjustments made to Op Registration terms of service page to reflect updated fee schedule

v8.01 - April 3rd, 2015
- support for HP705 computer - requires USB expansion card

v8.00 - March 30th, 2015
- Support for Big Buck Wild content which goes live April 1st
  - New Animal Adventures in staged releases
    - 2015 Irish Elk + 3 new bonuses
    - 2016 - Big Horn Sheep + 3 new bonuses
    - 2017 - Gemsbok + 3 new bonuses
  - In Case of Zombies premium content
  - Revamped online experience
    - Ranked Play - earns skill ranking
    - Instant Tourneys
      - play against others of equal skill ranking for money
      - High Stakes option with bigger buy-in for a bigger prize pool

v7.61 - March 9, 2015
- Preparation for Big Buck Wild

v6.71 - November 12, 2014
- Turns off Vsync to fix frame rate performance problem in v6.70

v6.91 - November 4, 2014

- fixes backward patching
- fix for abnormally large collection values when PC bios clock is significantly out of date
- updated USB libraries
- *KNOWN ISSUE - In some cases, for Dell machines, USB library update causes gun disconnects.*

v6.82 - unreleased
- WC 2014 software - adds keypad support for accepting/declining

v6.70 - September 30, 2014
- Fixes issue with memory failure when playing videos with transparency
- Fixes crash bug after playing adventures for a long time
- uses new memory manager
- uses G6 (Aliens Armageddon) game engine
- new tournament selection screens and flow
- remote collection functionality
- AU - adjustment to set coin 2 as credit card
- *KNOWN ISSUE - Adaptive Vsync causes inconsistent frame rate on graphics cards that do not support the feature. Affects older cabinets with nvidia GTX550ti cards, which have not been restored from disc.*

v5.37 - August 26, 2014
- promo code functionality

v5.36 - August 13, 2014
- WC 2014 qualifier reminder image
- 10 best score tournament format support
- Players best 10 scores updated in local cache
- Reset Credits will no longer cause memory corruption

v5.33 - August 11, 2014
- Rollback patch to investigate crash reports
- returns to old memory management system
- returns to older BBHD game engine

v6.12 - August 9, 2014
- Increased memory pool
- **Crash* - memory failure if trail guides adjustment is off*

v6.10 - August 7, 2014
- updates to move BBHD to G6 (Aliens Armageddon) game engine
- new diag request functionality
- New memory manager
- WC 2014 qualifier reminder image
- new promo code functionality
- **Crash* - memory failure if trail guides adjustment is off*

v5.40 to v6.00 - unreleased
- internal changes

v5.32 - May 1, 2014
- Modification to wifi scan data collection

v5.31 - Unreleased
- arcade mode now present for units under offline configuration
- personal bests fixed

v5.30 - April 17, 2014
- Yuan currency type available for all countries
- Changed path for gun firmware file

v5.20 - unreleased
- Yuan currency type functional for China
- Improved sound test
- Gun firmware now uses a target version to check for updates

v5.10 - unreleased
- China Export locale now supported
- Buck Points now awarded consistently for continuing showdown, classic tourney, and mega AoT
- If connected via WiFi, during online sync, game attempts reconnect on all channels
- WiFi channel now shown on diagnostic screen

v5.00 - unreleased
- Any currency type allowed for custom tournaments - price adjusted according to trek cost
- For AU/NZ units, Player Account money explicitly display AU$, while charge amount indicates NZ$

v4.90 - February 20, 2014
- Changes to prevent duplicate serial numbers during factory setup
- Changes to prevent connecting to incorrect country during factory setup
- pay audit messages queued on reboot no longer zero restore sequence field
- Patch now uses locales instead of languages
- DLC price no longer scales for non-default monetary currencies (still scales for coin/token/swipe) DLC price is fixed according to PlayMechanix pricing structure
- Modem activation no longer requires modem to be idle
- Cell contract can no longer be accepted if unable to communicate with database

v4.80 - February 4, 2014
- Improved connection type auditing
- Blank State/Territory field allowed on AU to accommodate NZ
- Added credit card usage analytics

- \# button on keypad can be used to skip a gun during calibration
- Improved usb device checks for HP6005 and HP 6305
- Fix to duck dynasty adventure scores being sent to database without final bonus points

v4.70 - unreleased
- Support for HP 6305

v4.60 - unreleased
- Geocoding enhancement for determining location latitude and longitude

v4.50 - unreleased
- New Zealand currency/coin setting defaults now match AU
- Added keypad code to enter gun calibration from attract
  - Contact Coinup Service to have this feature enabled
- Changed last call success to be updated once per hour - no longer updates on coin in/out msgs
- Fixed collection/pay messages that are sent concurrently will now have matching timestamps

v4.40 - unreleased
- Japan support and translations

v4.30 - December 12, 2013
- PM controlled downloadable attract video system
- Postpone shutdown option - allows units to remain functional if having connection problems
- Ad View audits uploaded daily instead of several times per day

v4.20 - November 25, 2013
- Duck Dynasty Christmas Special attract ad
- Expanded credits for Duck Dynasty
- Expanded Connection and Details page

v4.10 - unreleased
- Fix to set AU op/loc split to 60/40 on new units
- Added DLC (premium content) continue audit
- Arcade mode exclusive to online units
- Minor graphical fixes for Duck Dynasty premium content

v4.00 - unreleased
- Support for Rosewill N1501UB wifi adapter
- NZ currency allows addon tournaments in AU
- DLC (premium content) permitted up to 24 hours after connection loss instead of 1 hour
- Fix for HP6005 hitch when no ethernet cable is connected

v3.90 - November 12, 2013
- additional support for player funds loaded onto a Player Card
- credit card timeout extended

v3.70 - v3.80 - unreleased
- Internal Changes

v3.60 - November 11, 2013
- New Game Modes - support for Premium content (Duck Dynasty) and Arcade mode

v3.00 - v3.50 - unreleased
- Internal Changes

v2.92 - unreleased
- fix for patch system where files of an exact size would fail to process

v2.91 - August 30, 2013
- 2013 WC Qualifiers
- Screensaver mode for screens that may remain up for extended durations
- New warning screen if unit has not connected for several days
- Cell Modem contract parameters displayed on acceptance screen

v2.70 - v2.90 - unreleased
- Internal Changes

v2.65 - August 1, 2013
- Gun usb port detection (on PC's using usb expansion card such as HP 6005)

v2.63 - v2.64 - unreleased
- Internal Changes

v2.62 - July 8, 2013
- Offline to Online functionality

v2.60 - v2.61 - unreleased
- Internal Changes

v2.53 - June 19, 2013
- Attract mode no longer displays AoT ad video if AoT are not available on unit
- Fix for critter challenge tracking
- Fix for potential negative trophy score

v2.52 - unreleased
- Internal Changes

v2.51 - unreleased
- Fix for negative trophy bonus score
- Support for Dell 3010

v2.50 - May 23, 2013
- Network configuration cleared on factory reset only

v2.40 - unreleased
- Improved AoT robustness
- Added unitID to wifi scan tracking

v2.30 - unreleased
- Fix for trophy animal head/heart shot kill challenges
- Fix for rare AoT crash

v2.20 - unreleased
- showdown match start requires all players to vote
- visual changes to showdown lobby
- Take Offline tweaks
- AoT data caching change

v2.10 - unreleased
- Expanded cointypes for use with Collections and coinup.com
- Added "Tokens" currency type
- Date/Time adjustment only present in Offline games

v2.00 - unreleased
- "Take Offline" option added to Online Debug Menu - requires response code from Coinup Service
- Added pump assist mode
- Added "Slow Wait Times" option to Online Adjustments - for use with slow/weak internet connection
- Swiping player card or cash card in attract mode will display
- Braggin' board now displayed after a single trek when only 1 player is present
- Location of game machine displayed for players during showdown
- Added trek, site, and score to Facebook/Twitter posts.
- Added date/time adjustments to Adjustments menu

v1.93 - March 14, 2013
- Support for new model of Wireless adapter: Rosewill RNX-N150UBE

v1.92 - unreleased
- Support for Nvidia GTX650 graphics card

v1.91 - February 13, 2013
- Escalating system of usb/gun resets and pc reboots to attempt to recover disconnected/faulty guns
- Added Connected Guns adjustment
- Improvement to gun connectivity and error detection - added Advanced Gun Monitoring menu

- Zip code requested on credit card use when both tracks are not read properly
- Game no longer reacts to credit card swipe if credit card use is not enabled
- Added clarification message regarding refund that occurs when player entry into an addon trny fails
- Telemetry and challenge data now sent up in bulk bundles to reduce bandwidth usage
- UK now requires 11 digit phone numbers
- UK address entry now requests a "county" instead of state/province
- UK postal code format added to support 6 or 7 digits
- Volume level displayed in attract when vol+/- switches are used
- Message displayed in attract if game somehow left factory without finishing Factory setup
- Bracket Tourney Mode added (game side only - no web side creation support)

v1.37 - v1.90
- Internal Changes

v1.365
- Further improvement to security dongle detection
- Cabinet/Operator registration address entry skipped if address format not found

v1.363 - v1.364
- Internal Changes

v1.362 - November 10, 2012
- Minor fix to adjustment control for Coinup Admin
- Minor improvement to security dongle detection
- Support for UK

v1.361
- Internal changes

v1.36 - November 2, 2012
- Fix for CA patch

v1.35
- Internal Changes

v1.34 - November 1, 2012
- Adjustments added to pulse Coin Meter on Credit/Cash/Player card usage
- Fix for pulsing Coin meter when coin slot value is greater than coin base unit value
- AU add-on tournaments enabled
- Fix for AU hunter hero and national average
- AU coin defaults changed to $1.00

v1.30 - v1.33
- Internal Changes

v1.29 - September 20, 2012
- Support for Canada
- Australia Pin entry format changed to (12)-1234-1234
- Australia Date format changed to DD/MM
- Restore now on 3 single layer DVD discs
- Added Hardware Adjustments - Monitor Size
  - Changes IR array LED brightness for use with larger monitors

v1.24 - v1.28
- Internal Changes

v1.24 - August 29, 2012
- World Championship Qualifier Tournaments
- Fix for Australia default currency and player cost settings
- Fix for Australia coin base unit value

v1.18 - v1.23
- Internal changes

v1.173 - August 16, 2012
- Supports Australia

v1.172 - August 13, 2012
- Difficulty adjusted to be easier
- Trail Guide Adjustment added
- Second version of shootout sites made playable
- Input Latency test changed
- Fix for bass response on Dell 390
- Improved gun reconnection system
- Improved shot report - accuracy & critter details visible when skipping through
- Player Ranks added to Player Profile

v1.09 - v1.16
- Internal changes

v1.08 - June 12, 2012
- Initial Release - Dell Optiplex 390 & Nvidia GT630