

Galactic Tank Force

Latest Version: 25.08.28

Release Notes

Updating your Galactic Tank Force machine is a simple process.

To install the update...

- 1) Download the update package and copy it onto a USB stick (ExFAT, minimum 32 GB).
- 2) Turn on your Galactic Tank Force machine.
- 3) Open the coin door and find the USB extension cable. It should be anchored to the left side wall of the cabinet.
- 4) Insert the USB stick into the extension cable.
- 5) After a few seconds, the display should indicate that code is being updated. The code update process takes approximately 45 minutes.
- 6) An on-screen message will advise when the update process is complete. Shut down the game, remove the USB stick, and power the game back up.
- 7) Enjoy some ice cream to celebrate!

CHANGE LOG

25.08.28

NEW -- Video: small variety of new live-action and animated videos added

NEW -- HSTD: added high score category "COW SAVIOR"

NEW -- Ramp Diverter: added setting to disable automatic diverting SETTINGS > FEATURES > AUTOMATIC RAMP DIVERT > ON/OFF

MODIFIED -- Optimized filesize: greatly reduced update filesize

MODIFIED -- Tank HP lighting: improved tank HP lamp light show

MODIFIED -- Lock Magnet Strength: added setting to adjust strength of lock magnet

MODIFIED -- Ramp Diverter: added setting to adjust coil strength

MODIFIED -- Tank Destroyed Magnet Pattern: added setting to change how random the magnet behaves

MODIFIED -- Walnuts: sweep lightshows now dim unaffected lights instead of turning them off

MODIFIED -- Sprinkles: jackpots to win reduced to 3 from 4

MODIFIED -- Air Lock: virtual lock logic improved

MODIFIED -- Air Lock: magnet lasts a little bit longer

MODIFIED -- Mission Timer: only 60 seconds can be added to the mission timer

MODIFIED -- UI: various UI elements adjusted to be more consistent

MODIFIED -- Air Strike: super jackpot scoring reduced

MODIFIED -- Meltdown: super jackpot scoring reduced

MODIFIED -- Lucky Break: ball save window when earning Lucky Break increased

FIXED -- High Score: fixed crash that could occur during initial entry

FIXED -- UFO: added multiple protections from a fluttery cow switch that could cause wild scoring

FIXED -- Meltdown: pops are now more tolerant of fluttery switches that could cause very fast starting meltdowns
FIXED -- Badges: badges now properly appear during end-of-ball bonus
FIXED -- Audio: restored missing audio in some locations
FIXED -- Ball Tracking: improved ball tracking
FIXED -- VUKs: both left and right VUKs balls occasionally getting stuck (if you are experiencing this, place ball in vuk in switch test and make sure the switch stays ON)
FIXED -- Custom Message Support: custom messages may have not worked SETTINGS > STANDARD > CUSTOM MESSAGE > ON. Save a 1920x1080 PNG named 'custom_message.png' to a USB drive and insert it into the game.

23.08.22A

NEW -- Back panel flashers now indicate the return direction of ramp shots.
NEW -- HSTD: added high scores for Air Strike, Cow-a-Bongo, and Meltdown Multiballs
NEW -- Ice Cream Social: overall improvements; still in progress
NEW -- Tank Zulu: overall improvements; still in progress
MODIFIED -- Air Strike Multiball: improved choreography.
MODIFIED -- Audio: rebalanced volume levels of some SFX and fanfares.
MODIFIED -- general improvements to A/V choreography and styling.
MODIFIED -- Cow-a-Bongo Multiball: improved choreography.
MODIFIED -- Lab: added additional awards
MODIFIED -- Meltdown: improved choreography.
MODIFIED -- Service Menus: freshened UI styling
MODIFIED -- Tank Battles: improved choreography.
MODIFIED -- UFO: extend timer after each hit on the swinging target.
FIXED -- Credit handling: fixed bug that could cause incorrect processing of coins-per-credit selections
FIXED -- corrected actor scenes with missing speech -- let us know if we missed some
FIXED -- fixed a bug that could cause too many balls to be saved
FIXED -- fixed a bug that could cause the playfield to be prematurely validated
FIXED -- Kicker: fixed a bug that could cause the kicker not to fire

23.05.30

NEW -- Ice Cream Social: initial implementation.
NEW -- Kicker effects: some in-game kicker effects have been added for machines with a physical
kicker -- more to come. Check that Settings > Standard > Kicker is set to "Mechanical", and Settings > Standard > Kicker Usage is set to your preference.
FIXED -- Air Strike Multiball: improved possible ball save glitches.
FIXED -- Ball Search: was not firing all appropriate coils.
FIXED -- Lab: fixed a potential crash when Tournament Mode is enabled.
FIXED -- Shoot Again light now lights as expected when player has collected an Extra Ball.
MODIFIED -- Air Strike Multiball: improved choreography.
MODIFIED -- Attract Mode: improved choreography.
MODIFIED -- Lab: improved Plotnick choreography.

MODIFIED -- Meltdown: improved choreography.

MODIFIED -- Ramp Diverter: reduced lockout time for repeated button presses.

MODIFIED -- Settings > Coils > Up Post: allows greater range of power settings. If your game's up-

post (between the flippers) does not consistently raise for several seconds after hitting the Tank

while "Defense" is lit, try raising the Up Post power +5 or +10 and testing again, until it is consistent.

MODIFIED -- Tank Battles: improved choreography.

KNOWN ISSUE -- A small number of actor scenes are missing speech.

KNOWN ISSUE -- A black scene may briefly appear when qualifying the Lab.

23.04.24

NEW -- Air Lock: added settings for Coils > Lock Release, Features > Air Lock Hold Strength, and

Features > Air Lock Release Time.

NEW -- Ball Save: quick ball save now given for outlane drain with ball saver active.

NEW -- Settings > Features: added setting for "Cow a Bongo Ball Save Time".

NEW -- Settings > Features: added setting for "Lucky Break Always Saves Ball".

NEW -- Settings > Features: added setting for "Virtual Locks". When set to YES, balls will not be held in the Air Lock device.

NEW -- Settings > Standard: added setting for "Trough Settle". You usually won't need to adjust this

unless directed by American Pinball Support.

FIXED -- Bonus: was not properly awarding bonus for Methane Killshots.

FIXED -- Match screen: avoid clipping very large scores.

FIXED -- Quantum Accelerator: fix occasional stuck status text.

FIXED -- Settings > Presets: fixed a bug that could crash the machine when accessing Presets.

MODIFIED -- improved A/V choreography of all missions.

MODIFIED -- improved A/V choreography of all multiballs.

MODIFIED -- improved A/V choreography when awarding badges.

MODIFIED -- improved A/V choreography of tank battle shots.

MODIFIED -- Air Lock: improved handling when balls do not smoothly exit the lock.

MODIFIED -- Ball Save: always autolaunch saved balls if playfield is valid.

MODIFIED -- Ball Save: all ball save adjustments can now be disabled (0 seconds) if desired.

MODIFIED -- Defense Shield: tweaked rules for when the popup post will be raised.

MODIFIED -- Lucky Break lanes: tweaked rules and awards for these lanes.

MODIFIED -- Mission VUK: improved eject logic to (hopefully) more quickly recover when multiple balls

are in the VUK.

MODIFIED -- score balancing tweaks throughout.

MODIFIED -- Skill Shots: don't disqualify skill shots if the playfield is not yet valid.

MODIFIED -- Tests > UFO: now shows the state of all UFO switches while the test is active.

23.04.03

NEW -- added Settings > Standard > Game Abort Allowed.

MODIFIED -- general improvements to A/V choreography.

FIXED -- fixed a bug that could allow a game to be started with a partial credit.