Hot Wheels™
Latest Production Version: 20.12.10
Latest Beta Version: 21.10.24
Release Notes

Updating your Hot Wheels™ machine is a simple process. During the update process, none of your current settings will be changed.

To install the update . . .

1) Download the update code and copy it onto a USB stick (FAT32, minimum 4 GB).
2) Turn on your Hot Wheels™ 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 10 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 an Epic game!

IMPORTANT NOTICE -- if your machine has a serial number under 3050, and your machine currently has version 20.06.10 or 20.06.16,
you may have to make a minor wiring change to your game after updating. To determine if you need this change, with the game in attract, look at the three GI lamps near the EPIC stand-ups. If the upper most one is not working, then you need to make the wiring change. Instructions here

CHANGE LOG

21.10.24

NEW -- Co-Op/Team Play support! Turn on Settings > Standard > Team Play Allowed, then hold the right flipper button while starting a game. Each player can choose their team (Team Chase or Team Elliot) separately.
NEW -- added high scores for Best Ball, Fastest Scoring, and Epic Fail.
NEW -- added Car Collection display in attract mode.
NEW -- added more shaker effects throughout the game.
NEW -- Settings > Standard > Backglass Brightness Game Play: allows changing backglass brightness during game play separately from attract mode.
NEW -- Settings > Standard > Maximum Players allows limiting games to have 1-4 players.
NEW -- Settings > Pricing: new easier-to-use Pricing Editor.
MODIFIED -- flippers are now activated during ball search.
MODIFIED -- improved Track Multiball choreography.
MODIFIED -- lowered magnet power to reduce the chance of popping the fuse or magnet damage.
MODIFIED -- several new callouts and sound effects throughout.
MODIFIED -- Settings > Standard > Clear Shooter Lane After 60 Seconds is now Clear Shooter Lane After X Seconds, and is adjustable.
FIXED -- audio volume should now be muted as expected on power-up if volume is set to 0.
FIXED -- Tests > Switches: fixed incorrect wire colors.
FIXED -- should no longer start Redline Mania music if Redline Mania can't currently be started (e.g. during other multiballs).
FIXED -- reduce likelihood of stuck LEDs.

20.12.10
NEW -- added adjustments under Settings > Sound for separately adjusting effects, music, and speech volume levels.
NEW -- added new animation for adding a ball during multiballs.
NEW -- added new animation for Legend Jackpot.
MODIFIED -- sped up Bonus when double-flipping.

MODIFIED -- improved display of Battle Bonus after defeating Draven.
MODIFIED -- reduced inactivity time before ball search activates.
FIXED -- fixed a bug that could cause bonus to be "un-added" on the Last Game Results page in attract mode.
FIXED -- corrected improper positioning of Victory Lap Multiball total score value.

20.10.15

NEW -- Treasure Hunt cars!
MODIFIED -- improved choreography during Legend Multiball
MODIFIED -- increased Redline scoring after collecting a Super Jackpot
MODIFIED -- increased Track Multiball scoring after collecting a Super Jackpot
FIXED -- corrected bug in end-of-ball bonus calculations that could cause wildly inappropriate bonus totals
FIXED -- Draven's Tower drop target should now remain down during Redline
FIXED -- ensure that Redline intro choreography doesn't get cancelled prematurely
FIXED -- show gear shift scene when completing 4th and 5th gear Redlines
FIXED -- improved display of very large score values

20.09.01

NEW -- display your race time so far when advancing in the race.
NEW -- Settings > Standard > Game Abort Allowed: if set to NO (default), holding the START button will not abort an active game. *** Note that the default setting is NO, which is a change from current behavior, so you may want to adjust this setting. NEW -- added new fanfare when earning a Hero Car.
NEW -- added new music track and fanfares for Redline.
NEW -- added new sound effects for Track Building.
MODIFIED -- be smarter about trying to free balls from devices when release doesn't immediately work; also don't retry forever so coils don't burn up.
MODIFIED -- changed lamp color of Epic Start insert to match the color of the Epic features that are ready to be started.
MODIFIED -- improved lighting effects in several areas.
MODIFIED -- improved Tach Boost visual effects.
FIXED -- ensure that the magnet gets turned off when the game is tilted.
FIXED -- fixed an issue that could cause display effects to get stuck on screen when starting Redline.
FIXED -- fixed a possible crash on power-up.
FIXED -- possible fix for a rare A/V crash during Bonus.
FIXED -- Redlining in 5th gear should now properly reset the Tach so the next Redline isn't just one shot away.
FIXED -- Settings > Standard > Clear Shooter Lane After 60 Seconds now actually does so.

20.08.01

NEW -- added adjustments for "Boost Scoring Tach Advance" and "Boost Scoring Ready Memory" (under Settings > Game Features).
NEW -- added adjustment for "Loop Multiball Super Jackpot Timer" (under Settings > Game Features). NEW -- added adjustment for "General Illumination Brightness" (under Settings > Standard). This allows playfield inserts and GI brightness to be adjusted separately.
NEW -- added several new pricing plans, improve token handling.
NEW -- added on-screen messaging at power-up if there is a problem communicating with the P-ROC controller. NEW -- added support for incremental code updates in the future.
NEW -- added new display and lighting effects when advancing Gears when Redline ends.
NEW -- changed presentation for Tilt Warning and Tilt.
NEW -- added new display effect for Advance Bonus X.
NEW -- added new display effect when adding fuel during Battles (B-A-T-T-L-E targets).
NEW -- completing all B-A-T-T-L-E targets during a Battle now adds a significant extra amount of fuel.
NEW -- fuel consumption during Battles will be paused if there is no game activity for several seconds.
NEW -- Skill Shot now briefly flashes the Tach level reached from revving the engine with the left flipper. NEW -- added knocker effect when awarding a credit.

NEW -- added new music track for Legend Multiball.
NEW -- added new music track when entering initials for a high score / champ record.
MODIFIED -- tweaked default strengths for several coils.
MODIFIED -- options now wrap around when editing Settings in service mode.
MODIFIED -- cleaned up some unused audits; correctly tally others that were not being updated.
MODIFIED -- adjusted scoring balance throughout.
MODIFIED -- enhanced rules for T-rex Battle. Spinners now build up value to be collected on the right ramp shot. MODIFIED -- during Gorilla Battle ramps phase, the blue ramp will now be awarded from a left orbit shot if the ball is diverted for Race Start.
MODIFIED -- the "Advance Race Position" Collector Case Award will no longer be given during multiball.
MODIFIED -- improved end-of-ball Bonus choreography.
MODIFIED -- improved Extra Ball choreography.
MODIFIED -- improved Redline Jackpot choreography.
MODIFIED -- improved Loop Crash Multiball choreography.
MODIFIED -- improved choreography when starting a Battle and Car Chaos together.
MODIFIED -- improved presentation of on-screen Tach in higher gears and when Boost is active.
MODIFIED -- numerous enhancements to game lighting.
MODIFIED -- the shot/target lamps for completed Epic Features will now turn solid when it has been qualified for Epic Collect.
MODIFIED -- numerous changes and enhancements to sound effects.
MODIFIED -- in Track Multiball, Jackpot and Super Jackpot values now reset after Mega Jackpot is collected or times out.
MODIFIED -- animations no longer abort by double-flipping when the ball is actively in play.
MODIFIED -- status panel will now auto-hide when there are changes in game state.
FIXED -- resolved possible crash when entering service mode.
FIXED -- fixed service mode Utilities > Clear Balls sometimes not clearing all balls from the machine.
FIXED -- ensure system volume is correctly set at power-up.
FIXED -- fixed several edge-case bugs when starting Redline Mania.
FIXED -- Epic Cars no longer prevents collection of cars toward Case Awards and Car Chaos.
FIXED -- corrected scoring issues during Legend Multiball, including Legend Jackpot not actually being awarded.
FIXED -- resolved issue where GI would flicker when changing color due to tach changes

20.07.01

NEW -- new choreography for end-of-ball Bonus.
NEW -- removed "Redline" element from end-of-ball Bonus; replaced with a multiplier for current
Gear. NEW -- added shot/target lighting for active Epic Features.
NEW -- added fanfares when advancing Race Positions.
NEW -- 10x Tach Value Boost is now only available 1 time per Gear (adjustable: Settings > Game Features > Boosts Per Gear). Later Boosts on the same gear increase Tach value.
NEW -- Victory Lap multiball ball save time is now adjustable (Settings > Game Features > Victory Lap Multiball Ball Save Time).
NEW -- total number of Cars Collected is now shown on the game status page.
MODIFIED -- adjusted Battle Health Bar to make instruction text larger / more legible.
MODIFIED -- left-side icons on the on-screen Dashboard have been redesigned.
MODIFIED -- changed choreography of Tilt Warning / Tilt.
MODIFIED -- when the game is tilted, any balls in the shooter lane are now auto-launched.
MODIFIED -- improved choreography when starting Redline Mania when ball saver is still active.
MODIFIED -- improved choreography when ending Redline while a Battle is active.
MODIFIED -- "miscellaneous" switch points are now awarded during Redline.
MODIFIED -- don't show multiball progress Dashboard icons during Draven Battle, since multiball can't be stacked on Draven.
MODIFIED -- stacking Victory Lap Multiball and Loop Crash Multiball now puts additional balls into play. MODIFIED -- increased value of the "points" Case Mystery Award.
MODIFIED -- if Boost is collected on the kicker shot, Boost is now awarded before any other awards on that shot (Battle / multiball).
MODIFIED -- made it easier to advance the Tach at higher gears.
MODIFIED -- Battle and Multiball "Total" pages now display longer so they're easier to read.
MODIFIED -- avoid possibility of Super Skill Shot awarding a score that ends in 5.
MODIFIED -- improved choreography at end of T-rex Battle.
MODIFIED -- changed Loop Crash Multiball Super Jackpot lamp color to reduce confusion when stacked with Victory Lap Multiball.

MODIFIED -- can now collect the Gorilla Battle left ramp shot as expected during Loop Crash Multiball. MODIFIED -- score balance adjustments for Loop Crash Multiball, Track Builder Multiball, and Victory Lap Multiball. FIXED -- ensure Track Builder drop target is down at start of ball if Start Battle is available on that shot. FIXED -- ensure Track Builder drop target is down if Extra Ball is lit on that shot.
FIXED -- ensure Draven's Tower drop target is raised at the start of Draven Battle.
FIXED -- clean up lights that might be left on at the conclusion of Draven Battle.
FIXED -- correctly update the health bar when shots are made during Triceratops Battle.
FIXED -- ball should no longer be held on the magnet if you double-flip to fast-forward Race Start.
FIXED -- avoid situation where Case Mystery Award "Start Creature Battle" could award a Battle you've already played.
FIXED -- improve fanfare choreography.
FIXED -- resolve problem where on-screen display of Credits were not always updated properly.
FIXED -- Track Multiball should no longer end with multiple balls in play caused by a last-second add-a-ball.
FIXED -- improve lights not being restored properly after Redline ends.
FIXED -- zap bug that could cause balls to be held in the Track Builder VUK forever.
FIXED -- correctly assign Fastest Racer time if multiple players in the same game beat the prior record (or the same player does it multiple times).
FIXED -- avoid animations for Replay or Extra Ball getting stuck on-screen if earned during Redline. FIXED -- ensure that Settings pages are correctly updated on-screen after performing Install Preset or Reset Defaults. FIXED -- resolve possible machine hang after setting date/time.
FIXED -- avoid endless scrolling when using flipper buttons in Settings > Coils.

20.06.16

FIXED -- "4 Players Only" message could be frozen on-screen when trying to add more than 4 players. FIXED -- "Please Wait - Looking for Missing Balls" could be frozen on-screen if balls were missing from trough at game start time.

20.06.10

Initial release to production. Challenge Accepted!