

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 at: <http://s4.american-pinball.com/img/support/2020-7/Hotwheels-GI-EPIC-3-Wire-update.pdf>.

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!