

Oktoberfest  
Latest Version: 22.09.19  
Release Notes

Updating your Oktoberfest machine is a relatively 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 formatted, minimum 4 GB).
- 2) Turn on your Oktoberfest machine.
- 3) Open the coin door and find the USB extension cable. It should be anchored to the right side wall of the cabinet.
- 4) Insert the USB stick into the extension cable.
- 5) After a few seconds, the main display should say that code is being updated. The code update process takes approximately 5 minutes.
- 6) When the update is complete, a new message will appear, in green text, that the process is complete. Shut down the game, remove the USB stick, power the game back up.
- 7) Enjoy the Best of the Fest!

**\*\* ATTENTION \*\*** If upgrading from a version before 19.6.5, it is strongly recommended that you reduce your lower right flipper coil power in Service Menu > Settings > Coils. Logic has been added to automatically boost the flipper power when the left ramp (Corkscrew) is down. Having lower flipper power at all other times will help the flipper stay cooler and stronger. Typically lowering the value by 3 would be appropriate. After this change, most machines should have the same strength for both lower flippers.

**\*\* NOTE \*\*** In 19.7.27: The default adjustment for "Release Beer Barrel Locks at Game End" now defaults to "No". Your existing adjustment will not be automatically modified. We suggest modifying this yourself manually (Settings > Oktoberfest > Release Beer Barrel Locks at Game End).

**\*\* NOTE \*\*** In 19.6.5: The default (Medium) "Juggling Shots to Win" has been reduced from 7 to 4. Your existing setting will not be automatically modified. We suggest modifying this yourself manually (Settings > Oktoberfest > Juggling Shots to Win), or by installing your preferred difficulty Preset. You can always review settings by going to the Service Menu -> Settings and then checking various areas. Values will show as White if not the current default setting. Keep in mind, coil strength and pricing are never changed when applying pre-sets, restoring defaults or doing code updates.

## CHANGE LOG

### 22.09.19

MODIFIED -- Settings > Coils > Scoop: adjust strength ranges to allow for stronger kicks of the scoop eject; increase default Scoop eject strength.

### 22.08.08

NEW -- 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 Inga or Team Otto) separately. Scores and all game features are shared between players on a team.

NEW -- Food Stand: save ball if it drains immediately after being ejected from the Food Stand (e.g. flying off the ramp).

NEW -- Mystery: provide more interesting (but deterministic) awards when Tournament Mode is ON.

NEW -- Settings > Oktoberfest > Selection Timeout: added TURBO option.

NEW -- Settings > Standard > Backglass Brightness Game Play: allow changing backglass brightness during a game.

NEW -- Settings > Standard > Feature Insert Brightness: allow changing insert brightness during a game.

NEW -- Settings > Standard > General Illumination Brightness: allow changing GI brightness during a game.

NEW -- Settings > Pricing: new easier-to-use Pricing Editor.

NEW -- Settings > Pricing: added support for swipe cards.

NEW -- Settings > Pricing: added support for UAE Dirhams.

MODIFIED -- Ball Search: reduced time before ball search begins

MODIFIED -- Beer Barrel Multiball: improved choreography of Jackpots / Super Jackpots.

MODIFIED -- Match: do not show ball-in-play info during Match sequence.

MODIFIED -- One Handed Play: now activated (if allowed) by holding just the bottom right-side button when starting a game. (Previously was both right-side buttons; right flipper button now used to

enable Team Play).

MODIFIED -- Service Mode: Tests > Coils: Enter button now fires selected coil (in addition to Start button)

MODIFIED -- Settings > Oktoberfest > Lock Switch Compensation: automatically restarts the software when this setting is modified.

FIXED -- Bar: now always requires at least one hit to open the bar.

FIXED -- Chase Ball: fix possible crash when a chase ball is served.

FIXED -- Service Mode > Stats: fixed possible crash when viewing statistics.

FIXED -- Service Mode: fixed issue where service credits could not be added after exiting Service Mode.

FIXED -- Tap It: lighting an extra ball during Tap It will skip the usual animation so the video mode isn't obscured.

FIXED -- Tests > Cabinet: fix possible crash when testing cabinet devices.

FIXED -- Tests > Coil: hide coils that are not valid for testing.

FIXED -- Tests > Coil: fix possible crash when testing coils.

FIXED -- reduce likelihood of stuck LEDs.

20.09.23

FIXED -- fixed crash at end of game if Match was turned off.

20.09.19

NEW -- Attract: add score award (Replay, Extra Ball) info page to attract mode.

NEW -- Beer Barrel Multiball: added ball lock lighting effects.

NEW -- Bonus: added callouts for high bonus.

NEW -- Corkscrew Multiball: added ball lock lighting effects.

NEW -- Settings > Oktoberfest > Lock Switch Compensation: if set to YES, the game will be more tolerant of erratic lock switches. Only enable if you know your lock switches are malfunctioning.

\*\* NOTE \*\* changing this setting requires a game restart to take effect.

NEW -- Settings > Oktoberfest > Selection Timeout: now adjusts or disables the timer when selecting steins or tents.

NEW -- Settings > Pricing: added new pricing plans and support for Tokens.

NEW -- Settings > Replay: added Automatic Replay Percentaging.

NEW -- Settings > Standard > Game Abort Allowed: if set to NO (default), holding the START button will not abort an active game.

MODIFIED -- Baker Street Ale stein: now adds additional Playfield X instead of only adding Playfield X time.

MODIFIED -- Beer Barrel Multiball: slightly increased scoring (again).

MODIFIED -- Boot: improved speed of powering up the game.

MODIFIED -- Calorie Coma: now shows total points earned when the mode concludes.

MODIFIED -- Coils: some defaults and ranges were adjusted; current settings will not be changed.

MODIFIED -- Coils: should 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 -- Match: improved choreography.

MODIFIED -- Mystery: increased the likelihood of getting the "Collect Stein" award.

MODIFIED -- Presets > Competition: now sets "Juggling Shots to Win" to 1, to discourage players from intentionally losing this tent. (Not that doing so was ever a good idea...)

MODIFIED -- Stein Selection: increased variety of the initial/default stein selection.

MODIFIED -- Stein Race: tweak choreography when time runs out, including a voice cue when the flippers return to normal.

MODIFIED -- Service Mode: minor improvements to UI.

MODIFIED -- Tap It: earning a replay or extra ball by score award during Tap It will skip the usual animation so the video mode isn't obscured.

MODIFIED -- Tap It: during one-handed play, now the right-side buttons move Otto, while the left button pours beer, matching normal gameplay.

MODIFIED -- Target Shooting: improved choreography.

FIXED -- Bonus: fixed a bug that could cause bonus to be "un-added" on the Last Game Results page in attract mode.

FIXED -- Calorie Coma: scoring should now be working as intended.

FIXED -- Chugging: cleaned up a brief display glitch that could happen when restarting the tent with Otto as the active opponent.

FIXED -- Duck Derby: fixed an instance where the Duck Derby music continued playing even after losing the race.

FIXED -- Duck Derby: fixed a bug that could incorrectly award a player victory when their duck actually lost the race.

FIXED -- Duck Derby: losing the race should no longer cause loss of turn.

FIXED -- Duck Derby: don't allow the Derby to continue after a tilt.  
 FIXED -- Match: fixed bug where match animation did not always draw completely.  
 FIXED -- Mystery: Points award now honors current Playfield X.  
 FIXED -- One Handed Play: no longer activates ball search if you hold balls on the left flipper for a long time.  
 FIXED -- Service Mode > Stats: avoid a possible crash.  
 FIXED -- Service Mode > Stats: now correctly tally Games Played - All Time.  
 FIXED -- Service Mode > Tests > Lamps: fixed a bug that could have broken normal game lighting after running Lamp Test.  
 FIXED -- Settings > Standard > Clear Shooter Lane After 60 Seconds: now actually does so.  
 FIXED -- Settings > Standard > Tilt Bob Settle Time / Tilt Warnings: now take effect immediately, instead of waiting for the next power cycle.  
 FIXED -- Stein Selection: derandomized the initial/default stein selection when Tournament Mode is ON.  
 FIXED -- Stein and Tent Selection: cancel selection if the game is tilted while on the selection screen.  
 FIXED -- Tap It: avoid leaving lamps in a bad state when finishing the tent.  
 FIXED -- Tilt: now ejects a ball from the shooter lane.

#### 19.10.24

NEW -- Corkscrew Multiball: Improved ball lock animations and choreography  
 NEW -- Fourth main audio track added  
 NEW -- Match Sequence added  
 NEW -- Pricing plan, 3 units per credit, 8 for 3 (e.g. \$0.75 a game, 3 games for \$2.00)  
 NEW -- Tent mode timer animation completely revamped.  
 NEW -- TAP lanes: status now carries over from ball to ball.

MODIFIED -- Attract Mode: improve choreography.  
 MODIFIED -- Bar Door: will now sense a ball sitting on the lip and close door to kick it free  
 MODIFIED -- Beer Barrel Multiball: slightly increased scoring.  
 MODIFIED -- Bonus: improved duck presentation for players with a very large number of ducks  
 MODIFIED -- Bumper Cars: Added voice calls  
 MODIFIED -- Calorie Coma: Added voice calls, all new music  
 MODIFIED -- Coils: some default and ranges were adjusted, current settings will not be changed.  
 MODIFIED -- Chugging: Added voice calls, minor animation adjustment  
 MODIFIED -- Duck Derby: Added voice calls, light show  
 MODIFIED -- Duck Derby: Added screen informing player when they lose the race, including note that the multiball is being drained. (Some players were confused when the flippers went dead.)  
 MODIFIED -- Duck Hunt: Added light show. Removed "duck pond" bonus rule on Food Stand/VUK shot.  
 MODIFIED -- Extra Ball/Replay: Improvements to Extra Ball, Extra Ball Lit, and Replay animations  
 MODIFIED -- Family Friendly (Not): One stein is now different when Family Friendly is off.  
 MODIFIED -- Food Stand: Added voice calls  
 MODIFIED -- Fud Frenzy: Added voice calls  
 MODIFIED -- Hi Striker: Improved choreography with new voice calls, light shows, animations  
 MODIFIED -- Juggling: Added voice calls  
 MODIFIED -- Looper: Added voice calls  
 MODIFIED -- Mystery awards: improved animations.  
 MODIFIED -- Out of Mode: Duck pond now has an 'open sign', when mystery is lit  
 MODIFIED -- Re-entry: added voice calls, added adjustments for difficulty  
 MODIFIED -- Ring Toss: Improved animations, more voice calls. Adjusted frequency on voice calls  
 MODIFIED -- Rockin' Express: Animation enhancements, added voice calls  
 MODIFIED -- Rotor: Animation and light show changes  
 MODIFIED -- Scoreboard: Font color change, see settings->standard for original and additional font colors  
 MODIFIED -- Skill Shot: show points earned when making the left inlane skill shot and subsequent right ramp super skill shot  
 MODIFIED -- Sky Slide: Added voice calls  
 MODIFIED -- Spinner: increased spinner scoring, including the effect of the Master Mystery Dark stein  
 MODIFIED -- Stein Selection: adjusted animation, filled in some missing voice calls  
 MODIFIED -- Scoop Save: Default behavior changed to 'On'. NOTE: Will not current change setting on the machine  
 MODIFIED -- Tap-It: added voice calls

FIXED -- Bar Door: sometimes it would stick and make an annoying noise on game boot  
 FIXED -- Duck Derby: fixed a bug that could improperly hold a ball in the scoop if the Duck Derby intro animation was cancelled (double-flip) very quickly.  
 FIXED -- Flipper Meister: fixed possible bug that could cause a crash when finishing Flipper Meister.  
 FIXED -- Score banner: in multi-player game, the final players score on score banner would not include bonus (final score screen would)  
 FIXED -- Skill Shot: Sound issue that could result in a system crash

FIXED -- Skill Shot: should no longer leave any inserts lit after skill shot times out.  
 FIXED -- Super Skill Shot: if active when entered scoop for enter tent or bar for stein selection, the screen will block view of those selections  
 FIXED -- Status Panel: correctly show displayed Extra Ball count after the EB has been put into play.  
 FIXED -- Stein Slinging: fixed a possible crash if the only ball available to add was in the Beer Barrel lock.  
 FIXED -- Stein Slinging: fixed a bug that could cause Stein Slinging to end while there were still multiple balls in play.  
 FIXED -- Tap-It: no longer show the timer, since this tent mode is not timed  
 FIXED -- TENT Lanes: avoid making multiple "visit our tent" callouts when you have the Not'n Roht'n stein  
 FIXED -- Tent Win Ducks: now correctly light Extra Ball if the ducks awarded from winning a tent push you over the required number of ducks to light EB.  
 FIXED -- Tilt Warnings: could freeze the game during outlane modes  
 FIXED -- Trough: No longer attempt to serve a ball when coin door open ball save is active until the door is closed.

## CHANGE LOG

19.7.27

NEW -- "?" Target: can now spot OKTOBER FEST targets (when lit green) and/or duck targets (when lit yellow).  
 NEW -- Everywhere: many new/tweaked tunes and callouts, including some... interesting... callouts if the Family Friendly setting is turned off. Consider yourself warned. More to come.  
 NEW -- Out of Mode: complete revamp of the on-screen graphics when no tent or multiball is active.  
 NEW -- Service mode: switch errors are now reported (including the "credit dot").  
 NEW -- Status Panel: holding a flipper button will now show a game status summary.  
 NEW -- Stein Slinging: stein mini-wizard mode is qualified when a set of all 14 distinct steins has been collected.  
 NEW -- Attract sounds and music have been added. Note the adjustment options have changed, so you will need to enable these in settings->standard  
  
 MODIFIED -- Adjustment: "Free Stein at Start of Game" has been removed.  
 MODIFIED -- Attract Mode: the Start button is now briefly ignored when finishing the previous game, to avoid inadvertently starting a new game after completing HSTD initial entry.  
 MODIFIED -- Attract Mode: improve choreography.  
 MODIFIED -- Ball Save: avoid extending the ball save timer if there are multiple drains in a short period of time.  
 MODIFIED -- Beer Barrel Multiball: added new shaker and knocker effects to Jackpot and Super Jackpot.  
 MODIFIED -- Beer Barrel Multiball: the default adjustment for "Release Beer Barrel Locks at Game End" is now "No".  
 MODIFIED -- Bumper Cars: improve choreography.  
 MODIFIED -- Calorie Coma: has been moved to be the 5th Food Stand feature; adjusted scoring and choreography. (still not totally happy with it)  
 MODIFIED -- Corkscrew Multiball: added new shaker effects during intro animation.  
 MODIFIED -- Corkscrew Multiball locks: improve choreography.  
 MODIFIED -- Corkscrew ramp: adjusted behavior of the ramp diverter.  
 MODIFIED -- Duck Derby: improve choreography, including instructions before balls are put into play.  
 MODIFIED -- Duck Hunt: improve choreography.  
 MODIFIED -- End of Ball Bonus: improve choreography.  
 MODIFIED -- Food Stand features: timer can no longer be reset repeatedly by shooting the raised drop target.  
 MODIFIED -- HSTD Initial Entry: automatically move the cursor to "End" when the character limit is reached. Tweak the behavior of "Delete".  
 MODIFIED -- Last Call: improve choreography.  
 MODIFIED -- MagNab: tweak automatic grab rules.  
 MODIFIED -- One Handed Play: lane change and cursor movement (tent selection, stein selection) should now work as expected in one-handed mode.  
 MODIFIED -- Rockin' Express: improve choreography, including point value displays for orbits and spinners awarded.  
 MODIFIED -- Service mode: the Back/Exit/Service Credit button is now briefly ignored when exiting Service mode, to avoid inadvertently tallying service credits.  
 MODIFIED -- Service mode switch tests: relabeled trough switches so #1 is closest to the drain and #6 is closest to the launcher lane. Also unused switches will no longer be labeled in the grid.  
 MODIFIED -- Sky Slide: improve choreography.  
 MODIFIED -- Stein Race: the MagNab button is now briefly ignored when Stein Race ends, to avoid the player inadvertently wasting their MagNabs when switching back to two-handed play.  
 MODIFIED -- Tap It: adjust scoring.  
 MODIFIED -- Tilt warnings: improve choreography.

FIXED -- Attract Mode: no longer show the on-screen "One Handed Play Ready" message when holding the right-side buttons if player-selectable One Handed Play is not enabled.  
 FIXED -- Chase Ball behavior: when Chase Ball is ON, an infinite ball saver should no longer be activated. When Chase Ball is OFF, ball search will now keep trying instead of giving up after a couple attempts.  
 FIXED -- Duck Derby: "Duck Derby Shots to Win" adjustment previously affected both the player and the opponent ducks, which was not intended. This adjustment now only affects player shots required.  
 FIXED -- Flipper Meister: upon completing Flipper Meister, shots-made progress on all tents is now reset so the tents can be cleanly played again.  
 FIXED -- Food Stand: fixed a bug that could sometimes cause drop target hits to be ignored.  
 FIXED -- MagNab: fixed a bug that could have caused the MagNab button to be ignored if an automatic grab was qualified.  
 FIXED -- Replay: replay awards are now given correctly, attempt #2.  
 FIXED -- Service Mode: fixed a bug that could have caused balls to be served repeatedly if service mode was entered while a game was in progress.  
 FIXED -- Trough: be more tolerant of trough switch hardware glitches.

## CHANGE LOG

### 19.6.5

NEW -- Bar Door Test: Otto now also moves around during Bar Door Test.  
 NEW -- Flipper handling: automatically increase the power of the lower right flipper when the left ramp (Corkscrew) is down.  
 NEW -- Outlanes: add adjustments "Initial Outlane Target Hits for Save" and "Max Outlane Target Hits for Save" to control how difficult it is to earn outlane savers. The default (Medium) settings are 3 and 5, respectively.  
 NEW -- Scoop and VUK (Food Stand): now automatically strengthen the kickout if the first couple attempts to eject the ball fail to do so.  
 NEW -- Skill Shot: now has a grace period.  
 NEW -- Stein Race: now requires the player to acknowledge the introduction/instruction screen by pressing both right-side buttons. Many players were confused about why the left flipper "stopped working" when playing this tent mode; hopefully this change will resolve this confusion. We will be adding more voice calls in the future.  
 NEW -- Super Striker: after X (configurable) pop bumper hits, exiting the pops via the pops lane qualifies Super Striker bonus... points awarded depends on how strongly you hit the captive ball.  
 NEW -- Tent Modes: winning a tent now shows an animation indicating how many bonus ducks you received for winning the tent. Also, the info bar now remains on screen after winning a tent to continue providing shot guidance.  
 NEW -- Second Main Audio Track added

MODIFIED -- Attract Mode: improve choreography.  
 MODIFIED -- Ball Saver: improve choreography.  
 MODIFIED -- Beer Barrel Multiball: adjust scoring. Tweak how the lock stealing rule works.  
 MODIFIED -- End of Ball Bonus: improve choreography.  
 MODIFIED -- Corkscrew Multiball: adjust scoring. Also, no longer offer last chance Super Jackpot ("One More Ride!") if a Super Jackpot was already collected during the multiball. Improve choreography.  
 MODIFIED -- Duck Derby: adjust scoring.  
 MODIFIED -- Duck Hunt: improve choreography.  
 MODIFIED -- Flipper Meister: adjust scoring, improve choreography.  
 MODIFIED -- Füd Frenzy: adjust scoring.  
 MODIFIED -- Juggling: adjust scoring, improve choreography. Also changed the second shot of the final shot sequence from the Beer Barrel ramp to the High Striker captive ball.  
 MODIFIED -- Looper: adjusted scoring.  
 MODIFIED -- MagNab: tweaked automatic grab rules. Also award right orbit shot when shooting the right orbit, even if an automatic grab catches the ball at the upper flipper.  
 MODIFIED -- Outlanes: no longer light the "Ball Save" insert unless outlane save is ready (green) or only one more hit needed to qualify outlane save (yellow).  
 MODIFIED -- Pricing: allow up to 20 units per coin slot / DBV.  
 MODIFIED -- Pricing plans:  
     4 units for 1 game, 20 for 6 (\$1 per game, 6 for \$5)  
     10 Units for 1 Credit, 40 for 5 (10KR per Game, 5 games for 40KR)  
     2 Units for 1 Credit, 5 for 3 (\$2 per game, 3 for \$5)  
 MODIFIED -- Re-Entry: improve choreography.  
 MODIFIED -- Ring Toss: changed rule for winning the tent: now requires X lit/flashing target hits, instead of completing OKTOBER FEST. New adjustment "Ring Toss Targets To Win" controls how many targets are required. Adjusted scoring. Also added a brief delay when hitting the inactive target bank before alternating target banks.  
 MODIFIED -- Rockin' Express: adjust scoring.  
 MODIFIED -- Rotor: adjust scoring.

MODIFIED -- Scoreboard: improve display of 9-digit scores.  
MODIFIED -- Score balancing: adjusted scoring of pop bumpers and their stein (Pin Wiz Pale Ale) and the spinner and its stein (Master Mystery Dark) to be more valuable.  
MODIFIED -- Service mode: cleaned up Coil Test, tidying up labels and removing unused coils.  
MODIFIED -- Shot handling: improve detection of ramp and orbit shots, especially when a partial shot is immediately followed by a complete shot.  
MODIFIED -- Skill Shot: improve choreography.  
MODIFIED -- Stein Race: improve choreography and info bar.  
MODIFIED -- Tap It: improve choreography. Added visual display to help show when a stein has been completely filled.  
MODIFIED -- Target Shooting: improve choreography.  
MODIFIED -- Tent Modes: improve the tent flyover animation.  
MODIFIED -- Tent Selection: try to have more variety in the default tent selection.

FIXED -- HSTD Initial Entry: fixed a bug that could cause a crash when using the MagNab button to advance rows.  
FIXED -- MagNab: fixed a bug that could have kept the magnets energized much longer than intended.  
FIXED -- Replay: replay awards are now given correctly.  
FIXED -- Scoop: fixed a bug when the scoop eject ball saver is enabled, the ball saver was sometimes lasting much longer than intended.  
FIXED -- Service Mode: fixed a bug that could cause a crash if certain values were out of range.  
FIXED -- Service Mode: fixed a bug that could cause a crash when installing default settings.  
FIXED -- Skill Shot: "?" skill shot was not correctly increasing the skill shot multiplier when made.  
FIXED -- Stein Selection: fixed a bug that could cause a crash in some situations.  
FIXED -- Tap It: fixed a bug that could cause a crash in some situations.  
FIXED -- Tent Modes: fixed a bug that could cause a crash when the tent mode timer was greater than 99 seconds (e.g. if you had multiple Engler Pale Ale steins).  
FIXED -- Tent Selection: fixed a bug that could cause a crash when trying to start a tent mode... especially when you were having a good game. Doh.

#### CHANGE LOG

19.4.11

NEW -- Beer Barrel: have some fun with the magnet when releasing ball(s) from the Beer Barrel.  
NEW -- Champions: Add Beer Barrel MB Champion, Best Ball Champion, Corkscrew MB Champion, Duck Derby Champion, Quacker Stacker (most Ducks champion), and Speedy Scoring Champion.  
NEW -- Coin Door UI: help/info shown on screen when opening the coin door, including easy volume adjustment UI, and ball saver activation for whatever balls are in play.  
NEW -- Mystery: several new Mystery awards added.  
NEW -- One Handed Play: if allowed by adjustment, players can start a one-handed game by holding both right-side buttons while starting a game.  
NEW -- Roller Coaster Multiball: improved scoring rules, added "last chance Super Jackpot" (One More Ride!).

MODIFIED -- Beer Barrel Multiball: improved choreography.  
MODIFIED -- Beer Barrel Multiball: pause stacked timers while Beer Barrel MB start effects play.  
MODIFIED -- Corkscrew Multiball: improved choreography.  
MODIFIED -- Duck Derby: don't allow auto-launched balls to change the selected duck.  
MODIFIED -- End of Ball Bonus: Improved choreography.  
MODIFIED -- Juggling: adjust scoring.  
MODIFIED -- Juggling: close bar door more quickly to avoid launched ball traps.  
MODIFIED -- Out of Mode: improved choreography.  
MODIFIED -- Rockin' Express: improved choreography; default win requirements are now easier.  
MODIFIED -- Scoring: overall scoring balance tweaks.  
MODIFIED -- Service Mode: Stats pages now have better labels and organization, and can be scrolled.  
MODIFIED -- Skill Shot: improved choreography.  
MODIFIED -- Stein Selection: improved choreography.  
MODIFIED -- Target Shooting: improved choreography.  
MODIFIED -- Tent Lanes: lane status now remembered between balls, except on Extra Hard difficulty.  
MODIFIED -- Tent Modes: collecting a stein for the current tent should be immediately reflected in the tent info bar.  
MODIFIED -- Tent Modes: improved choreography of tent total display.

FIXED -- Beer Barrel Multiball: fixed a bug that could leave a ball locked in the barrel forever if the other balls were drained.  
FIXED -- Cabinet GI should always be re-lit after a tilt.  
FIXED -- Duck Hunt: should no longer show a remnant score display from previous plays of the tent mode.  
FIXED -- End of Ball Bonus: Ducks Collected should now always show the correct number of ducks. (Points awarded was correct, but the wrong duck count was being shown when a "big duck" icon was

displayed.)

FIXED -- Juggling: should no longer show a remnant score display from previous plays of the tent mode.

FIXED -- Mystery: don't allow awarding of "Visit Tent" when a tent mode is already running.

FIXED -- Service Mode: pressing Start while viewing Game Statistics should no longer crash.

FIXED -- Service Mode: fix audit tracking of Subway switch, Tilts, and Total Games Played.

FIXED -- Target Shooting: should no longer show a remnant score display from previous plays of the tent mode.

FIXED -- Tents: should no longer show the tent info bar if a tent is no longer running.