



Official Release Notes

Galactic Tank Force

Latest Version: 26.07.27B

Release Date: 07.29.2026

Installation Guide

Updating your Galactic Tank Force machine is a simple process.

Prerequisites: USB Drive Requirements

Before starting, ensure your USB thumb drive meets these exact specifications:

- **Format:** exFAT (**Strictly Required - can be formatted with Windows or Mac PC**)
- **Connection:** Type A (3.0 preferred, 2.0 minimum)
- **Capacity:** 32 GB preferred (8 GB minimum)

1. Prepare the Update Files: Download the update package and copy the files directly onto your exFAT-formatted USB thumb drive.

2. Power On: Turn on your Galactic Tank Force machine.

3. Connect the USB Drive: Use a blue USB 3.0 port

Plug your USB drive directly into an open **blue USB 3.0 port** on the machine's computer. If all blue ports are currently in use, safely unplug one of the existing devices to free up a port before inserting your USB drive.

4. Let the Update Run: Takes 45 to 60+ minutes. After a few seconds, the screen should indicate that the code is being updated.

CRITICAL NOTE FOR GK3Plus mini PC (GTF and BBQ): This specific PC will update but will *not* display a progress bar. **Do not unplug the USB for at least 1 hour.** The process typically takes 45–60 minutes, but can take longer.

5. Restart and Verify: Wait for the on-screen message confirming the update is complete. Shut down the game completely, **remove the USB drive**, and power the game back up.

Tip: To confirm success, open the service menu and check the build ID in the bottom corner of the screen — it should match the date code of the update package you downloaded.

6.Celebrate!: Enjoy some ice cream to celebrate a successful update!

[Click here](#) for a helpful YouTube video if you have any issues with the update, including if you see a blank screen after inserting the USB and powering on your machine.

CHANGE LOG

26.07.27B

NEW -- Extra Ball: added for destroying 2 tanks (adjustable)

NEW -- Extra Ball: added for saving 2 cows (adjustable)

NEW -- Left Flipper + Start: now hard-resets game if held for 2 seconds and Settings > General > Game Abort Allowed is enabled

NEW -- Left Orbit Diverter: holding diverter button when shooting left orbit allows ball to flow past the magnet

NEW -- Settings: Mission Time setting added

NEW -- Status Panel: added game information pages: hold a flipper button during gameplay to view

NEW -- Tank Zulu Mini-Wizard Mode: new speed round to defeat the formidable Tank Zulu.

MODIFIED -- general improvements throughout to A/V/L choreography and callouts

MODIFIED -- Attract Mode: improved choreography

MODIFIED -- Cow-a-Bongo Multiball: adjusted scoring

MODIFIED -- Cow-a-Bongo Multiball: improved music volume balance

MODIFIED -- Extra Ball: add speech when Extra Ball is collected

MODIFIED -- Game Over: now faster releasing balls from the Airlock (if so enabled)

MODIFIED -- Ice Cream Sundae: now auto-qualified when other missions have been played

MODIFIED -- Lab: rebalance award percentages

MODIFIED -- Lighting: tweaked insert colors

MODIFIED -- Lucky Break: don't consume ball saver if normal ball saver is active

MODIFIED -- Missions: winning a mission now also advances rank

MODIFIED -- Pops: adjusted score balancing for Increase Pop Value awards

MODIFIED -- Replay: increased score payout for Replay award when Replay = points

MODIFIED -- Service Menu: tweaked fonts and layout to improve legibility

MODIFIED -- Service Menu: Network support has been removed

MODIFIED -- Service Menu > Settings: changed numerous defaults and difficulty presets

MODIFIED -- Shaker: added more shaker effects throughout the game
MODIFIED -- Tank Battles: adjusted player attack strength during battle rounds
MODIFIED -- UI: tweaked fonts and layout during gameplay to improve legibility

FIXED -- fixed a bug that could randomly reset the game
FIXED -- Badges: improved badge checking for end of ball bonus
FIXED -- Ball Save: fixed an issue where grace period would not be honored
FIXED -- Lab: fixed a problem where Advance Left/Right Flank sometimes was not actually awarded
FIXED -- Meltdown: fixed a problem that could prevent Meltdown Multiball from starting if player drains very quickly after qualifying it.
FIXED -- Methane Blaster: fixed a problem that could sometimes prevent Methane Blaster from working on later tanks
FIXED -- Mission Berries: fixed a problem where Berries was not honoring its difficulty setting
FIXED -- Replay: knocker now fires when a free game is earned
FIXED -- Speech: fixed many instances of character speech being blocked during their scenes, especially during Robot fights.
FIXED -- Tank Battles: fixed a bug that could unexpectedly reset Charge Methane progress

Explore the Update

For more information on this update, including details on the rules for new modes and features, [click here](#).

