

## **No Good Gofers: Battle For The Green Version History**

### **How to install:**

- Obtain a blank USB memory stick. It is our recommendation to not use a stick that has been previously used on any other system as the NGG2.0 CPU does not perform a virus check. Most memory sticks sold in the USA are pre-formatted in FAT formatting (FAT32) because this format is readable by all popular OSes. FAT32 is the way the stick should be formatted in order for the NGG2.0 CPU to read it. If your stick has different formatting, such as specific formatting for OSX or Mac OS, then your stick will not be readable by the NGG2.0 CPU.
- If the file is compressed or zipped, expand it to find a file named 'ngg\_update\_files.cpd'
- Copy ngg\_update\_files.cpd to the USB memory stick.
- Insert the memory stick in an open USB slot on the NGG2.0 CPU. Be aware the CPU power button may be close to the USB slot so be careful to not hit the power button.
- Navigate to the service menu, then the USB menu, then the SOFTWARE UPDATE submenu.
- Execute the Software Update command. Do NOT turn off the game while files are being copied.
- Depending on the extent of the upgrade, files may have to not only be copied but also compiled which can take some minutes.
- Once the file copying, unpacking, installing, and compiling is complete, a message will appear on the screen instructing you to reboot the game. You will need to shutdown the game and reboot it for the code changes to take effect. Please make sure that you allow the NGG2.0 CPU to completely shut down before you turn it back on. To make sure it is fully shutdown, wait about 30 seconds before turning back on.

### **version 20250601**

**tested with FAST firmware 2.1, mpf 0.56 dev 20**

Added support for credits and pay to play.

Improved ball search in the pop bumper subway area.

Known bugs:

volume control does not work in the 1.0 game (FAST firmware bug).

volume changes do not affect video that have embedded sound such as intro videos (MPF bug).

### **version 20221215**

**tested with FAST firmware 2.1, mpf 0.56 dev 20**

**First commercial release**

Known bugs:

volume control does not work in the 1.0 game (FAST firmware bug).

volume changes do not affect video that have embedded sound such as intro videos (MPF bug).

