

CACTUS CANYON Rule Sheet

Skill Shot

The Skill shot awards the item that ends up selected by the spinning ball.

- Skill Shot Awards include:
 1. Light Quick Draw
 2. Light Gun Fight
 3. Light Extra Ball
 4. Light Bounty Award
 5. Complete Bronco Loop
 6. Complete River Adventure Ramp
 7. Complete Train Ramp
 8. Complete Trick Shooting Loop
 9. Complete Bank Robbery Ramp
 10. Increase Rank
 11. Increase Bonus Multiplier by 3
 12. 1 million Points
 13. Light Lock, or if already lit, award lock
- Skill Shot awards have been distributed to reduce occurrences of multiple duplicates

Bonus Multiplier

- The bonus multiplier is increased by:
 1. Completing the 2 lanes in the back left corner
 2. The Bonus X Skill Shot award
 3. The Bonus X Bounty Award

Extra Ball

- When lit, the Extra ball is collected by shooting the Gold Mine.
- There are Several Ways to light the Extra Ball:
 1. Complete Save Polly Peril
 2. The Skill Shot
 3. Starting the Showdown Multi-Ball
 4. Shooting the Beer Mug Target

Bounty

Collect your Bounty below the Bart Brothers head.

- There are two ways to light the Bounty Award
 1. The Lasso Skill Shot
 2. By defeating a Bad Guy in Quick Draw

The Bounty Award can be any of these things:

1. Light Extra Ball
2. Light Gun Fight

3. Light Quick Draw
4. Light Lock, or if already lit, Award Lock
5. Plus 5 Bonus Multiplier
6. Increase your rank
7. Various amounts of points (250,000 - 500,000 - etc.)
8. 1 million Bonus

Shoot to Collect

- The Shoot to Collect Indicator is a quick reference to the available awards.
- If Extra Ball is lit, shoot for the Gold Mine.
- If Bounty is lit, shoot for the Bart Brothers.
- If Jackpot is lit, look for the lit Jackpot lights.

Gun Fight

There are two Gun Fight lights located under each gun.

- Gun Fight can be lit in a few ways:
 - By the Bounty Award.
 - By left outlane, when lit.
 - By beating one of the Bart Brothers.
- Gun Fight is triggered in the inlane, where the ball is trapped.
- One of the bad guy targets will pop up, and the ball will be released for your shot.
- The bad guys don't stick around long for a Gun Fight, if you miss you have just a few seconds to try again.
- Winning a Gun Fight increases your rank.

Ranking Up

The light that shows the five ranks is right above the High Noon deputy star.

- These three ways increase your rank.
 1. Bounty Award
 2. The Lasso Skill Shot
 3. Winning the Gun Fight
- Rank Progression:
 - Stranger
 - Partner
 - Deputy
 - Sheriff
 - Marshall
- Your rank affects your score in Quick Draw and High Noon.

Combo

There is a Combo light on all 3 ramps and both loops.

- The Combo light is lit for a short time after each ramp or loop shot.
- The more Combos you rack up at a time, the faster the combo lights go out
- Combo is one of the steps towards High Noon.
- A ramp or loop that is hit when the Combo light is on, counts towards your combo total.
- You must earn 10 Combos to light the Combo on the High Noon badge.

Beer Mug

The Beer Mug is located between the Horse Orbit and the River Adventure Ramp.

- Add two extra balls at 15 and 40 (adjustable) hits.
- Next Bart hit increases to 2X, 3X if Bart is active.
- Activates the interactive topper game play mode at 10 and 30 (adjustable) hits
- New High Score for greatest number of Beer Mugs in a game (displays in the Attract Mode).

Gold Mine Multi-Ball*

Balls are locked in the Gold Mine Located between the River Adventure and Train Ramps

- The lock can be lit a few ways:
 1. If lock is not lit, a shot to the Gold Mine will light the lock
 2. The Bounty Award (Bounty can also Lock a ball)
 3. The Lasso Skill Shot
- When the third ball is locked, Gold Mine Multi-Ball begins.
- When the Multi-Ball starts, each ramp and loop scores a jackpot.
- Each jackpot can only be hit once, until they are all hit. Then they reset and can be hit again.
- Every time you hit all 5 Jackpots in the same Multi-Ball, the Mother Lode is Lit
- New High Score (displays in the Attract Mode).

Mother Lode*

- Mother Lode is part of the Gold Mine Multi-Ball.
- You must hit five jackpots to light Mother Load.
- To collect Mother Lode, shoot the Gold Mine.
- Mother Lode is one of the steps toward High Noon.
- Getting at least one Mother Lode will light the badge.

Save Polly Peril (Train/Center Ramp)

The Train Ramp is in the center of the Playfield, between the Gold Mine and the Bart Brothers.

- Start Save Polly Peril from the Train by complete the Center Ramp three times.
- When Save Polly Peril Starts, stop the train and save her!
- Shooting the Train Ramp will slow the train down so you have more time.
- Shoot the Bank Ramp, the River Adventure Ramp, and the Train Ramp to stop the train and

save Polly Peril.

- If you save Polly, the Extra Ball will be lit

Save Polly Peril (River Adventure/Left Ramp) *

The River Adventure Ramp is on the left side, just to the right of the Horse loop.

- To Start Save Polly Peril from the Waterfall, complete the River Adventure/Left Ramp three times.
- When Save Polly Peril Starts, you have to save Polly Peril from going over the Waterfall!
- Shooting the Train Ramp will slow the train down a bit so you have more time.
- You have to shoot the Bank Ramp, Whitewater Ramp, and the Train Ramp to stop the train and save Polly Peril.
- If you save Polly, the Extra Ball will be lit.

Save Polly Peril (Bank Robbery/Right Ramp) *

The Bank Robbery Ramp is on the far-Right side.

- To Start Save Polly Peril from the Bank Robbery, complete the Bank Robbery/Right Ramp three times.
- When Save Polly Peril Starts, you have to save Polly Peril from the bank robbers
- Shoot lit flashing shots to shoot bank robbers.
- Strong flashing shot will indicate which bank robber is holding Polly Peril hostage. Shooting this shot will save Polly Peril

Ride 'Em Cowboy (Horse Loop/Left Orbit) *

The horse loop is on the far left before the River Adventure/Right Ramp

- To start Ride 'Em Cowboy, complete the horse loop three times.
- During Ride 'Em Cowboy, our hero will show off his horse-riding ability.
- Points are awarded for hits in the jets that enter through the Marksman Right Orbit. (If you enter through the Horse Loop the rider will be bucked off and the mode will end)
- To complete Ride 'Em Cowboy, you will need to shoot the horse loop.

Marksman (Trick Shooting Loop/Right Orbit) *

The Trick Shooting Loop is on the right, between the Bart Brothers and the Bank Robbery Ramp.

- To start Marksman, complete the Trick Shooting loop three times.
- During Marksman, our hero will show off his shooting abilities.
- Shoot lit flashing shots to shoot at targets.
- Strong flashing shot will indicate which shot is needed to destroy the target. Destroying the target will prove your Marksman abilities

Stampede Multi-Ball

- When the Horse Loop, River Adventure Ramp, Train Ramp, Trick Shooting Loop, and Bank Robbery Ramp have been completed -- The Stampede begins.
- During the Stampede all 3 ramps and both loops are lit for jackpot.
- Stampede is one of the steps towards High Noon.
- Starting the Stampede Multi-Ball lights that part of the badge.

Bart Brothers *

The Bart Brothers are located in the upper right between the Train Ramp, and the Trick Shooting Loop.

- Shoot the jump ramp into the face of the Bart Brothers to attack.
- You can also sneak a weak shot in from behind on the loops.
- The Bart Brothers are: Big Bart, Bandolero, Bubba Bart, and Bionic Bart
- The Bart Brothers are one of the steps towards High Noon.
- Defeat the Bart Brothers to Light the Badge.

Bionic Bart (Wizard Mode) *

- Bionic Bart is the final Bart Brother who must be defeated to complete Bart Brothers on the Sheriff Star.
- Bionic Bart requires you to hit lit Jackpot shots and the Bad Bart head in the saloon.

Quick Draw

There are two quick draw lights located in each inlane

- "Quick Draw" is started by successfully completing the targets on the right and left side of the playfield. These targets will change color state to show the player how many hits remain to activate "Quick Draw". These targets directly correspond to the side of the playfield that "Quick Draw" is located on.
- "Quick Draw" may also be activated by the Lasso Skill Shot
- Once "Quick Draw" is enabled, the return lane will activate the mode causing a "Bad Guy" drop target to appear from the playfield, but the ball does not stop.
- If "Bad Guy" is defeated, the "Bounty" is lit at the saloon.
 - Points for the Quick Draw vary according to your rank.
 - For Stranger, they start at 500,000
 - For Partner, they start at 750,000
 - For Deputy, they start at 1,000,000
 - For Sheriff, they start at 1,500,000
 - For Marshal, they start at 2,000,000Points count down from the starting value to 50,000. The faster you shoot, the higher you score.
- When you "shoot" a bad guy in quick draw, it will stay lit.
- Once all four (4) "Bad Guy" drop targets are defeated, "Showdown" is started.
- New High Score for the greatest number of Bad Guys shot (displays in Attract Mode)

Showdown Multi-Ball

- When all 4 Bad Guys have been "shot" in Quick Draw, the Showdown Begins.
- All 4 Bad Guys pop up to begin the multi-Ball.
- As you shoot each one, they stay down until all 4 are shot.
- After you shoot the fourth Bad Guy, they pop up again and their point value is increased.
- Starting the Showdown Multi-Ball also lights the Extra Ball.
- Showdown is one of the steps towards High Noon.
- By starting a Showdown, that part of the Badge is lit.

High Noon

- When the Sheriff's Badge is completed, it's time for High Noon.
- To complete the Sheriff's Badge, you have to complete: Mother Lode, Showdown, Combo, Stampede, and The Bart Brothers.
- When lit, shoot the Gold Mine to start High Noon.
- All the balls are kicked into play, and will be returned for the duration if lost.
- All the Bad Guy targets pop up.
- All the Jackpots are lit.
- Shoot 20 Bad Guy targets during high noon to win! (20 million Points).
- High Noon is a 30 second timed mode, with one additional second for each Bad Guy target hit during the game. This includes bad guys from Quickdraws, Gun Fights, and Showdown Multi- Ball.