

CACTUS Canyon



Playfield

- 1. Bronco Loop:** scores Buckin' Bronco, Wild Ride and Ride'Em Cowboy
 - 2. River Adventure Ramp:** scores White Water, Water Fall and Save Polly
 - 3. Rollovers:** increase Bonus Multiplier
 - 4. Gold Mine:** lock balls for *Gold Mine* Multiball; collect Extra Ball
 - 5. Train Ramp:** scores Catch Train, Stop Train and Save Polly
 - 6. Bart Brothers Ramp:** collect Bounty if lit
 - 7. Sharpshooter Loop:** scores Good Shot, Gunslinger and Marksman
 - 8. Bank Robbery Ramp:** scores Sound Alarm, Shoot Out and Save Polly
- a. **Left Outlane:** triggers Gunfight when lit
- b. **Left & Right Inlanes:** trigger Quickdraw when lit





Gameplay

Modes

- *Quickdraw*: when lit, start at either **Inlane** and shoot the Bad Guy that pops up; see also *Showdown* multiball
- *Save Polly*: complete any of the three ramps to start. Shoot **Bank Robbery** or **Whitewater Ramp** x times to stop train; temporarily pause train with **Train Ramp**. Complete this mode to light Extra Ball
- *Bart Brothers*: defeat the three Bart Brothers by shooting the **Bart Brothers Ramp**
- *Gun Fight*: when lit, traps ball in **Inlane**: shoot lit Bad Guy to score and increase Rank
- *Combo*: earn 10 combos to light *Combo* light and progress towards *High Noon*

Multiball

- *Showdown* multiball: Initiated when all four Bad Guys have been shot during *Quickdraw*. Shoot each Bad Guy
- *Stampede* multiball: begins when the two **Loops** and three **Ramps** have been completed (shot 3x each)
- *Gold Mine* multiball: Lock 3 balls in **Gold Mine** to start; each ramp and loop scores jackpot and lights *Mother Lode*; shoot **Gold Mine** (lit after a Jackpot) to collect *Mother Lode*

High Noon

- Complete the five modes *Showdown* (via *Quickdraw*), *Stampede*, *Mother Lode* (via *Gold Mine* Multiball), *Bart Brothers* and *Combo*
- Shoot **Gold Mine** to start *High Noon*; shoot 20 Bad Guys before time runs out to win

Rank

- Rank up to increase scoring in *Quickdraw* and *High Noon*
- Higher Ranks are awarded by Bounty, Skill Shot or by winning a *Gun Fight*

Bounty

- When lit, collect via **Bart Brothers Ramp** for a random award

Extra Balls: 1) Complete *Save Polly* 2) Skill Shot 3) Start *Showdown* Multiball