

# Cactus Canyon Complete

Updated software proposal and design document

Jay and Sam - Rev 3

12/10/2018

As we start down the path of getting CC running, we're getting some thoughts down on paper in hopes that we can all use it to come up with ideas on how to finish the software properly. We're also putting out some perspectives on *how* and *what* we are doing, and some philosophy to help with the *why*. We don't claim to be the ultimate authority on pinball, just giving our opinions in hopes that they help us complete this game. With that in mind, we'd like to highlight some areas that we think could use some work and suggest solutions where we can.

We think that the *philosophy* of what we are doing should follow what Jay did on the dots for the first 3 games – figure out what the original designers' intentions were and improve on that. Cactus will present more challenges with that. In some cases, we will have no way of knowing the original intent, but we can use the theme and the characters in the artwork to suss things out.

Cactus Canton is notorious for having 'incomplete software'. What 'software' means seems to be a little different to laymen than developers. Everything in the ROM is software, but we sort of differentiate between the *ruleset* and the *choreography*. We believe messing with the ruleset is a lot more dangerous as far as keeping with the original intent of the designers. Luckily, the ruleset is fairly complete, and things that are missing are pretty obvious, such as Super Jets.

Where the player really feels the software is incomplete is in the choreography. For example, the match rules are in there, and players can get a match, but there are no dots for it at all! Very underwhelming. The High Noon wizard mode is another obvious miss. All the rules of how it should work are in there and working, but it is just text. Filling in the missing choreography is 'simpler' than changing rules, but unfortunately it is a lot more work when considering man-hours.

One example that could make the game much more entertaining is the 'Barts'. There was an obvious focus on the Barts as a big part of gameplay – a ton of sounds were done, and one of the main toys was a custom engineered Bart head with two coils! On the backglass there are 4 Barts right in the center.

And yet, in the dots, there are only 3 Barts – and what is there is not animated, just still shots. On side shows, such as when the ball leaves the jet area, the code does a Bart 'taunt', but there is no dot show for that either. It makes me think that they ran out of time, EPROM space, or both. This is something we can definitely fix, and the backglass gives us great artistic reference on how to do it.

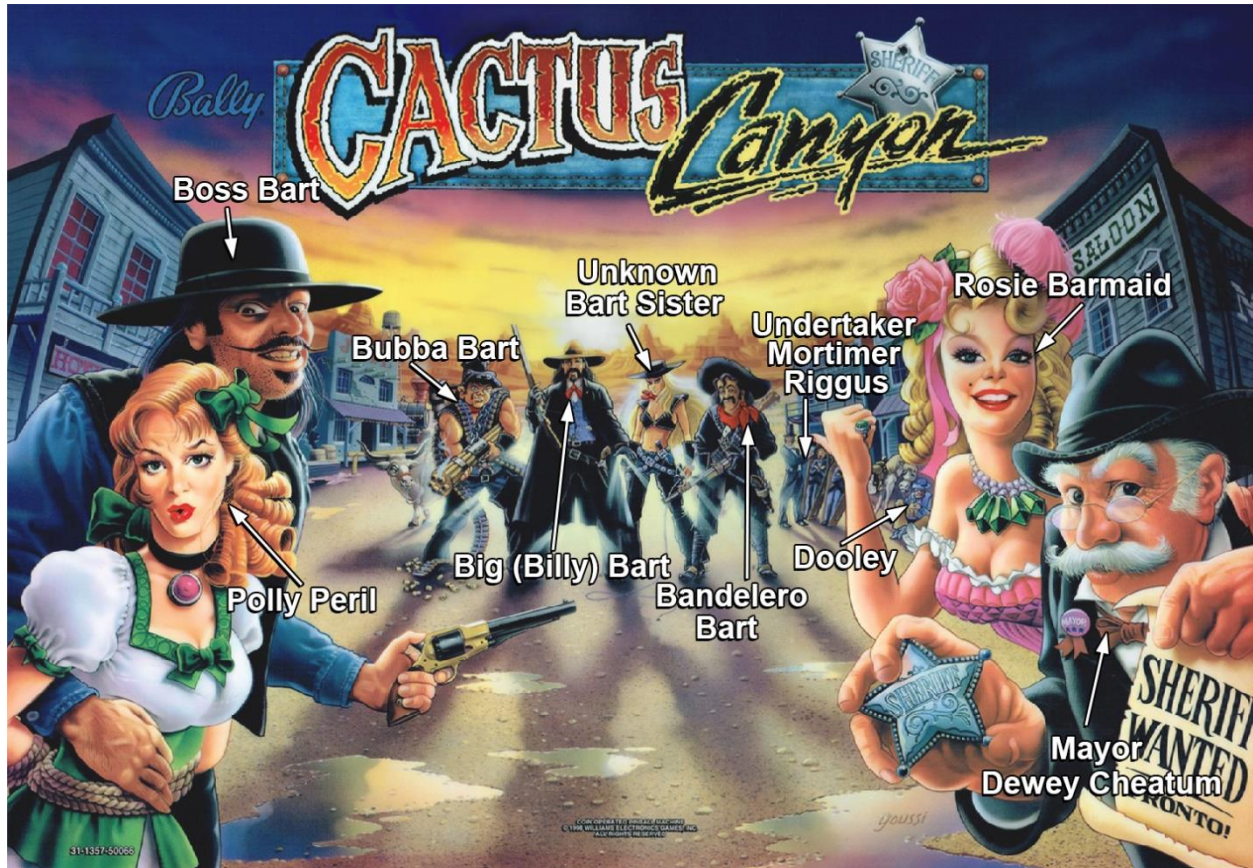
Sam also found in the code some TODO items which they were planning on doing:

```
Hi Noon Dots (Intro Show, Target Hits, Win, Total Countdown, Lose)
Bionic Bart
Marshal Multiball
Lamp effects - Main Multiball Start
Jets & Super Jets Dots. Super Jets Logic.
Skill Shot - more choices & Logic to prevent 5 same choices.
River Adventure dots.
Combo Dots.
```

Lamp effects - Main Multiball Start  
Revisit Replay/Special Dots and delaying the effect for Bonus Count.  
Add moo's to the switches in Stampede Mode  
Add Poppin' out cows to stampede backy  
Add subtle cheering to gunfight wins sometimes. (calls 700-708)

There is a temptation to go in and 'fix' some other things as well, but we think where possible we should leave the original as it is, with the exception of Jay working his magic on the dots

### *Characters and Storyline*



More than some of the other games, Cactus Canyon seems to be very character driven. There are very specific characters featured prominently in the backglass, and in general, we see these same characters carried through to the playfield art, dot art, sounds, rules, and even in the comments of the code.

We think that the best path forward to making this feel like a complete game is to use these characters that are so well defined by the original and use them to round out the game. For instance, Rosie has speech calls, and is featured on the backglass, the playfield, and even the slingshot plastics, but not in the dots!

The guy holding Polly in the backglass is likely the main villain (similar to the King of Payne) but since the final fight is so poorly flushed out it is hard to be certain. In any case, the backglass gives us excellent artistic reference for him as a main villain.



They also show 4 Bart siblings instead of 3, which we'll get to later. Also note minor characters Dooley and Mortimer, who are also on the playfield and have speech calls. We can use them to spice up some things and still stay true to the Cactus Canyon Canon.

## 1. Bart Brothers

Now, this is hard for us to confirm without a working machine, but the location and engineering that went into the Bart mech lead us to believe it is intended to be very important to gameplay, much like the MM castle of AFM saucer. Perhaps not quite as central to the rules, but certainly important – it is one of the 5 'points of the star' you need to accomplish to get to High Noon. However, it really feels like it got watered down at some point.



Right in the very center of the backglass are what we assume to be the Bart Brothers. On the right is obviously Bandelero, and on the left is Bubba (parody of Blazing Saddles' Mongo, right down to his ox). Then it breaks down a little. That would mean on the center left in the duster is Big Bart (named Billy Bart in the code) – his sounds calls are the John Wayne impersonator – but that doesn't really match the single frame of dots we have. Then again, the single frame of dots we have for Big Bart doesn't match any other art.

The woman is even more of a mystery. We assume she was part of the original game plan and cut for time. We are thinking she is the 4<sup>th</sup> Bart (Robarta Sue?). Sam hasn't found mention of her in the code to this point.

According to the CC ruleset there are three Bart Brothers: Big Bart, Bandelero, and Bubba Bart. The original art consists of a single image for each Bart Brother on a wanted poster.

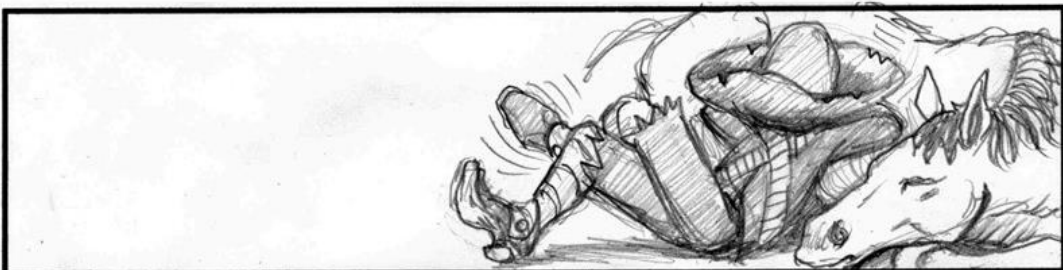
There are unused voice calls in the software for an unnamed Bart Brother who has a "Terminator / Schwarzenegger" accent. There is also a different code module for CCBIONIC.S, but it is empty. I assume they were thinking of some sort of separate Bionic Bart – maybe as a special wizard mode -- but didn't get to it. Perhaps it was replaced by High Noon, which makes more sense.



*Proposal:* Adding new animations would add a lot to the game since the mode is triggered often throughout the game. There are several stages for this mode: Bounty Lit, Bart Brother taunting, Bart Brother hit, and Bart Brother defeated. We'll use the wanted poster for Bounty Lit and create new animations during the hit, taunting and defeated voice overs. The hit and defeated animation occurs as the ball is going to the saloon popper, so there is dead ball time which is perfect for an animation. The taunt can be accomplished with a still frame where we still show the score. In addition, we should add the Bart sister featured on the backglass, and create the same wanted poster, hit, taunting, and defeated animations and voiceovers.



*Bounty Lit (original dots)*



*Bandelero tauntina: "My burro could shoot better than that!"*



**Bandelero hit**



**Bandelero defeated**

## 2. Combo

A combo is simply hitting consecutive shots – usually without hitting something like a standup or slingshot in between. For instance, hitting the orbit, then immediately hitting the left ramp, then the right ramp. We mention this one because they have it in their to-do list, and it is another one of the 5 ‘points of the star’ you need to accomplish to beat the game.



The logic for combos is already in and working, but again, the *choreography* is a bit miserable. When you get the star, the bottom line of text disappears, but they don’t even re-center the text and it looks terrible.



Achieving the ‘star’ also gets a simple text show.

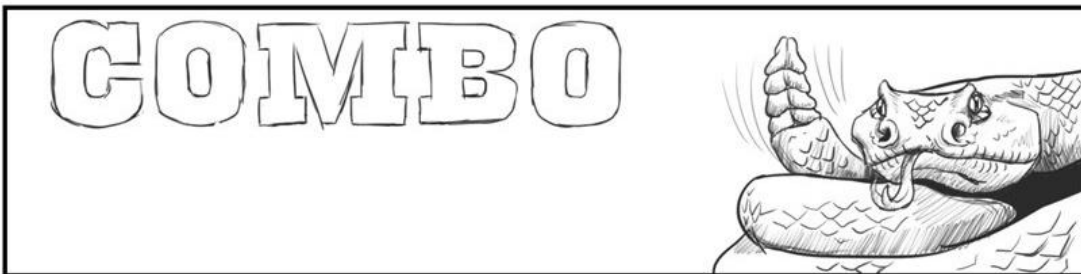
Not terrible, but considering the prominence it has in the rules, seems a little dull. In AFM, it is also an achievement to unlock wizard mode, and has a quick show.

*Proposal:* Combo show doesn’t need to be super fancy, and it goes by quick, but it should add a little more spice and at least look professional. A small animation, or even just a frame with some art. The COMBOS COMPLETED could possibly be integrated into a ‘Star Point Achieved: Combos Completed’ show that could be used on all 5 accomplishments

*Attack From Mars*







Rattle grows after each combo

### 3. Jet Bumpers

Here is an area that seems mightily unfinished. Hitting a jet bumper scores some points and makes a sound, and that's it. The sound is randomly one of two gunshots or explosions. It doesn't even register on the dots at all – this is the 'show':



From the code Sam can see a CCJETS.S module where they were planning on doing 'Super Jets', but it is empty. This would have been our suggestion anyway, as Super jets is a common feature in 90's Bally/Williams games. With some slight variations, Super Jets always works like this: There is some number, say 60, of jet hits the player needs to activate Super Jets. This number is shown on the screen and counts down with every hit. When it counts down to 0, Super Jets is activated,



giving a bonus and changing the jets to Super Jets where they award substantially more points with every hit.

For the player, instead of the ball meandering around in the jet area (and flippers being useless), we have some excitement, showing the countdown, giving player incentive to nudge and keep the ball going in there, and a goal to attain.

Here is the rulesheet explanation from AFM:

Jet Bumpers

At the beginning of each ball, jet bumpers score 1M each. Each time the bonus multiplier is increased, the jet value increases by 50K for the duration of the ball. +5X bonus increases the value by 250K. I am not sure if the jet value is held between balls when the bonus multiplier is held.

After 100 jet hits, Super Jets is awarded. The jets will score 3M each for the rest of the ball. At the beginning of the next ball, Super Jets will go unlit, and it take 125 hits to get Super Jets again. The third time will take 150, etc.

Super Jets tends to happen naturally over the course of a good game, especially when there are lots of multiballs.

Once Super Jets is active, left and right loops are always held in the Bonus X lanes, and never loop all the way around. This makes it harder to collect Combos, but it does allow you to score lots of points off the jets.

To refresh your memory, we have the two knights fighting from MM:



MB incorporated super jets as the Mummy feature, needed to assemble the Monsters of Rock:



Note how the graphics in MB show the progress, along with the number



And when Super Jets is activated, the player receives the Mummy award



And thereafter the jets are ‘Super’ (or Double in this case)



AFM has a similar approach, and one closer to what we propose.

Each hit of the jets makes the saucer fire:



But also notice as we count down, the city is more and more destroyed:



With a separate show when the jets are ‘super’:



#### *Proposal:* **Stop The Stagecoach Robbery**

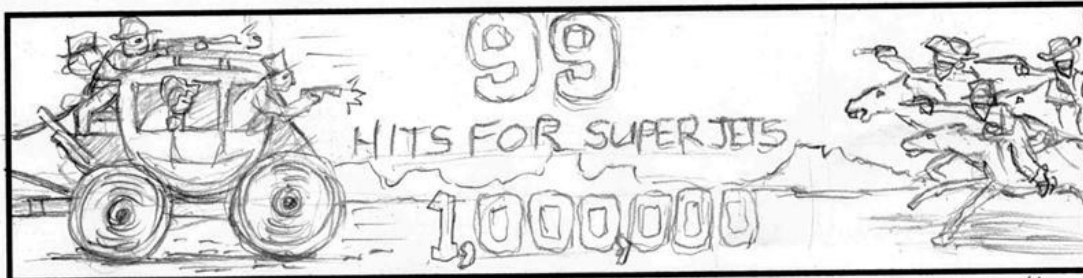
Adding new animations would add a lot to the game, adding excitement and matching the rest of the 90's Bally/Williams feel. Our idea for a jet show is a stagecoach robbery. The good guys are in the left in a stagecoach, a group of bad guys in black hats on the right. They are shooting back and forth, with the shooting being tied to the corresponding jet bumpers being hit. The background is doing a simple scroll to simulate motion the 'Williams' way, like the mummy chase scene in MB. At 20% complete, one of the bad guys gets knocked off his horse by a shot. Another at 40%, 60%, etc. When The countdown to Super Jets reaches 0, the last bandit is knocked off the screen.

We will do a standard Bally/Williams explosion into the SUPER JETS screen. From there until the end of the current ball, Super Jets are active, and hitting the jets will show the Super Jets screen, which shows the jubilant stagecoach crew celebrating wildly, waving arms, shooting guns in the air, etc.

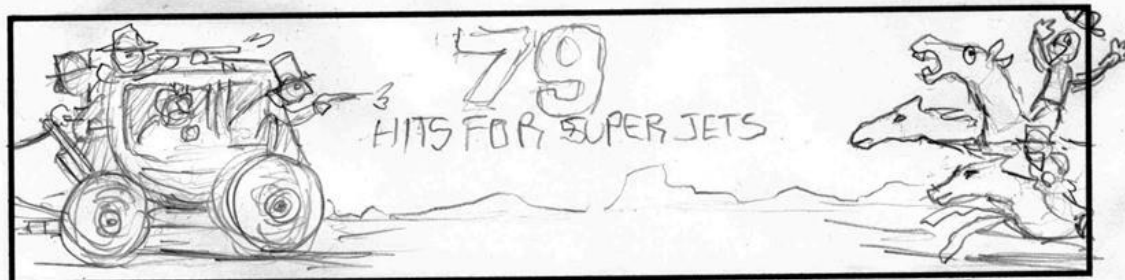


CACTUS CANYON: Jets / Super Jets V.1

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Stagecoach chased by masked bandits. B.G. scroll →  
\*(should be 5 bandits)



When the player completes 1/5 of the goal towards S.J.  
a bandit is shot until all 5 bandits are gone.



when jets are completed Stagecoach celebration!

#### 4. Quickdraw

These modes use the four playfield dropdown targets that have "generic" bad-guy art.



**Quickdraw** uses the same dot art regardless of which dropdown was triggered, but the original art can be altered to show each bad-guy from the drop target.



We could also add sound calls for the 4 bad guys – Sam knows 4 authentic Texans (well, one originally from New Mexico) whose voices would fit and would work for beer.



## 5. Dooley, Beer Shot

There is a beer mug toy between the Bronco Loop and the Whitewater Ramp. There are no animations associated with this but there are several voice calls from 'Dooley the town drunk' that are triggered after hitting it. This seems like the perfect opportunity to add a new mode to the game.

A cool animation for the beer mug would be funny, but the flow of the pinball dictates some of what works and what doesn't. When the ball is held in a scoop, you can do anything. When you hit a ramp, you have a couple of seconds before anything else will happen. However, with a playfield standup like the beer target, you are generally dumping the ball right back to the flippers or slings where something else will happen.



That being said, the game needs a few extra rules, probably best is another multiball mode. The beer switch doesn't do anything, but it is cool, and Dooley is one of the funniest characters in the game, and by reading the comments on the internet, one of the most memorable. Adding all that up, it seems like the perfect place to add something.

### *Proposal:* Bar Fight Multiball

This is kind of a side quest, which makes me think of Mosh Pit Multiball from MB. There is a spinner on the playfield. Every time you hit it, there is a still screen showing the number of hits, and when you get enough hits you get awards, the first being Mosh Pit Multiball.



We could do something similar, perhaps have Dooley or beer mug in the corners to liven it up.

BEER MUG AWARD 4

2,123,090

BAR FIGHT MULTIBALL LIT AT 6

As an aside, I realize we are being derivative here, but that is intentional. We want anything we add to feel like it belongs in a 90's Bally/Williams game, from rules to their sense of humor.

When you get enough beer hits, we light Bar Fight Multiball. Unfortunately, we don't actually have a light for it, but the saloon seems like a natural place for it and it has a scoop so we can hold the ball for a big multiball start show.

Now, when you get the ball in the saloon, a little show to start multiball

D: I'll take another one of these

R: Sorry, hon, we're all out

Back to Dooley, drawn exaggerated with bug eyes and hair standing up

D: WHAAAATTT???



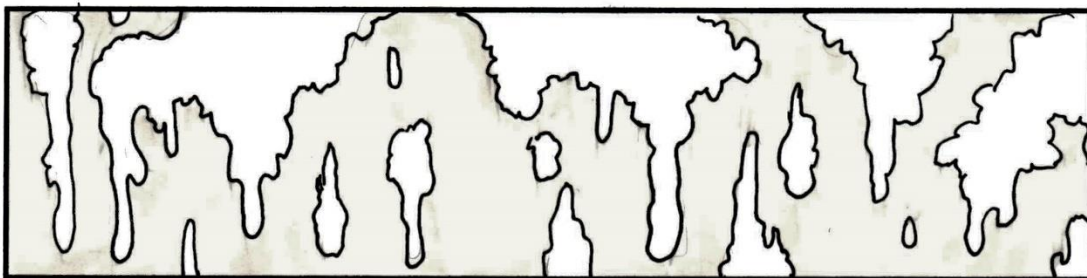
At this point, eject the ball, and eject all the balls from the trough. This mode should be chaotic. Rules should be simple, like all switches add 1,000 to jackpot, beer mug collects jackpot. Leave the orbit gates open so it loops the ball quickly instead of feeding the jets. Do some simple animation of a bar fight in the background while it is going on – note how we still always want to show the players score when we have a mode like this going. Something like stampede, but we leave the score as is, and where it says STAMPEDE MULTIBALL we scroll our various info text. BAR FIGHT MULTIBALL, ALL SWITCHES INCREASE JACKPOT, HIT BEER TO COLLECT.



Then a cool show when you collect the jackpot. Bar Fight is over when the player is back down to one ball. The show below could work in the intro OR as the jackpot collect show



CACTUS CANYON: Dooley, Beer mug toy



## 6. Marshall Multiball

This is mentioned in the code as something they were going to do. We've got to think that this was planned as something that happens when you reach the final rank of Marshall. We already have a multiball dealing with the mine (Gold Mine), one with the drops (Showdown), and the ramp/orbit tasks (Stampede). If a player has advanced all the way to Marshall, I think we can assume they are pretty good, let's make this one a little harder. We'd also like to get more use out of the train toy.

*Proposal:* Clear The Tracks

Once the player achieves the rank of Marshall, and the Mayor says "Congratulations, Marshall", we have Dooley, "HELP! Marshall, the train tracks are blocked", Polly says, "My mama's medicine is on that train!" and we start a 'Quick 2-ball Multiball'

Again, we always want to show the players score when we have a mode like this going. Where it says STAMPEDE MULTIBALL we scroll our various info text. CLEAR THE TRACKS, HIT TRAIN RAMP.



This is sort of the reverse of Save Polly – you want to get the train to the end, but the bad guys have put things on the track to stop the train.

We start the train, and it goes about 20% down the wireform, and stops. The dots show a boulder blocking the tracks. Player must hit the center train ramp, and we dynamite the boulder (maybe use common Bally/Williams explosion for continuity) removing the boulder from the track. Then the train starts up again and goes to about 40%. This time, we show that the bandits put something different on the track like a tree trunk - repeat until the train gets to the end and escapes. The different items will let us emulate the 90's Bally/Williams humor, and of course one of the items will be a cow.

During the multiball, the orbits will increase the escape jackpot the player receives for finally stopping the train.

If the player loses a ball, the mode ends. If the train gets all the way to the end, the player wins the Train Robbery jackpot – at this point we are still in multiball, we can't force that to stop. So, here's some more depth – if you save the train, the mode changes to Marshall Multiball!

#### *Proposal: Marshall Multiball*

A third ball kicks out and Marshall Multiball begins. We can do some lights shows with the Rank lamps above the start. Marshall Multiball uses the 5 main shots that return the ball to the player – left orbit, left ramp, center ramp, right orbit, and right ramp.

At the start of Marshall Multiball, all 5 shots are lit. Each of these shots has 5 lamps associated with it, we can strobe up the lights for a cooler effect.

Upon hitting any of the 5 shots, the STRANGER JACKPOT is awarded with 1x jackpot score. The shot that was hit is now unlit, leaving only 4 shots available.

Hitting one of the 4 remaining shots grants PARDNER JACKPOT at 2x, and that shot unlights

This continues through the ranks of DEPUTY (3x) and SHERIFF (4x), until only one shot remains lit. Hitting this gives MARSHALL JACKPOT (10x) and resets the 5 shots

Multiball ends when the player is down to one ball

## **7. Save Polly Peril**

The Save Polly Peril mode itself seems to be pretty much complete. Once started, the player must hit the Whitewater ramp or the Bank ramp a certain number of times to finish. The way to start the Polly Peril mode seems a little sketchy. *Any* of the ramps will light Polly Peril as the third shot, not just the train ramp. Once Polly is played, the remaining ramps play a third scoring show instead of starting Polly Peril, but the third scoring show is not animated for the left and center ramps.

It doesn't quite make sense to save Polly from the train after completing the Waterfall or Bank. We believe there were originally different 'Save Polly' scenarios for each of these. The playfield even has "River Rescue" in the art by the left ramp, and the right ramp has a pretty elaborate Polly show.

In addition, the 'Polly Peril' intro animation is not train specific. On closer look, it seems generic on purpose, to be used with multiple scenarios.



#### *Proposal:*

Add a Save Polly from the Waterfall mode, and a Save Polly from the Bank Robbers mode.

#### **Save Polly from the Waterfall**

We will leave the Save Polly from the Train mode the way it is – hitting the center ramp 3 times activates it. We will use the same mechanic for the other ramps. Hitting the left ramp three times will activate Save Polly from the Waterfall, and hitting the right ramp three times will activate Save Polly from the Bank Robbers.

The Train mode is not too elaborate, you basically have to make 5 ramp shots to save Polly. Keeping in the same spirit, we'll use the orbits for Waterfall, and the drop targets for Bank Robbers.

Waterfall is set up by the left ramp shows, which shows Boss Bart in a canoe with a tied-up Polly. Hitting the ramp a third time will play the normal Polly intro animation, then we go into Waterfall mode.



In waterfall mode, the player must hit the orbits 3 times within 30 seconds to save Polly. The screen will show Boss Bart furiously paddling his canoe backwards to avoid the waterfall – this animation can loop forever. The first orbit shot will show the hero throwing his lasso in the air and spinning it (what do you call that) The second shot will show him throwing it and catching a branch. On the third show, he swings in Tarzan-style and rescues Polly out of the canoe. This surprises Bart who drops his paddle, and then goes over the waterfall.





Loop this animation without the tree.



The hero swings around the tree to save Polly from the boat.



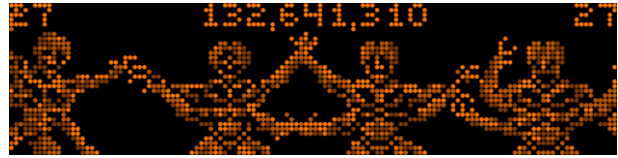
The hero grabs Polly and swings all the way back around the tree.



Boss Bart goes over the waterfall.

### Save Polly From the Bank Robbers

Save Polly from the Bank Robbers will use the drop targets. Conceptually, this is like Attack from AFM. All 4 drop targets will pop up, and the player has 30 seconds to knock them all down. We will have a scene inside the bank and use the 4 characters that are depicted on the drop targets. Knocking all 4 targets down saves Polly and triggers the win animation.



The win animation is actually already in the game. It is triggered if you hit the right ramp 3 times -with the third shot *after* Polly is already save by the train. It kind of didn't make sense on its own, since it didn't show the bank, but it very much makes sense to show Saving Polly, which is another clue that leads us to believe this is the right way to do it.



CACTUS CANYON : Bank Robbers v.1

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Shoot the bank robbers.

## 8. Bionic Bart

Bionic Bart is a planned mode in the game, there are speech calls and a code module CCBIONIC.S which has no code in it. We're not sure what they had planned. If one of us internally pitched a Bionic Cowboy, we'd be against it as being too far outside the 'CC Universe', but it is part of the original. Evidently, Cactus life the factory with score cards printed before they had to ditch the idea – looks like it starts after beating all Barts.

WHAT TO  
SHOOT:

- Collect all 4 Bad Guy drop targets to start Showdown.
- Save Polly during Polly Peril to light Extra Ball.
- Shoot Drop Target during Gunfight to Advance Rank.

WELCOME TO  
CACTUS CANYON!

- Lock 3 balls to play Gold Mine Multiball.
  - Jackpots Light Mother Lode.
  - Collect all jackpots to multiply Mother Lode value.
- Collect all Barts to battle Bionic Bart.
- Complete all shots to start Stampede.

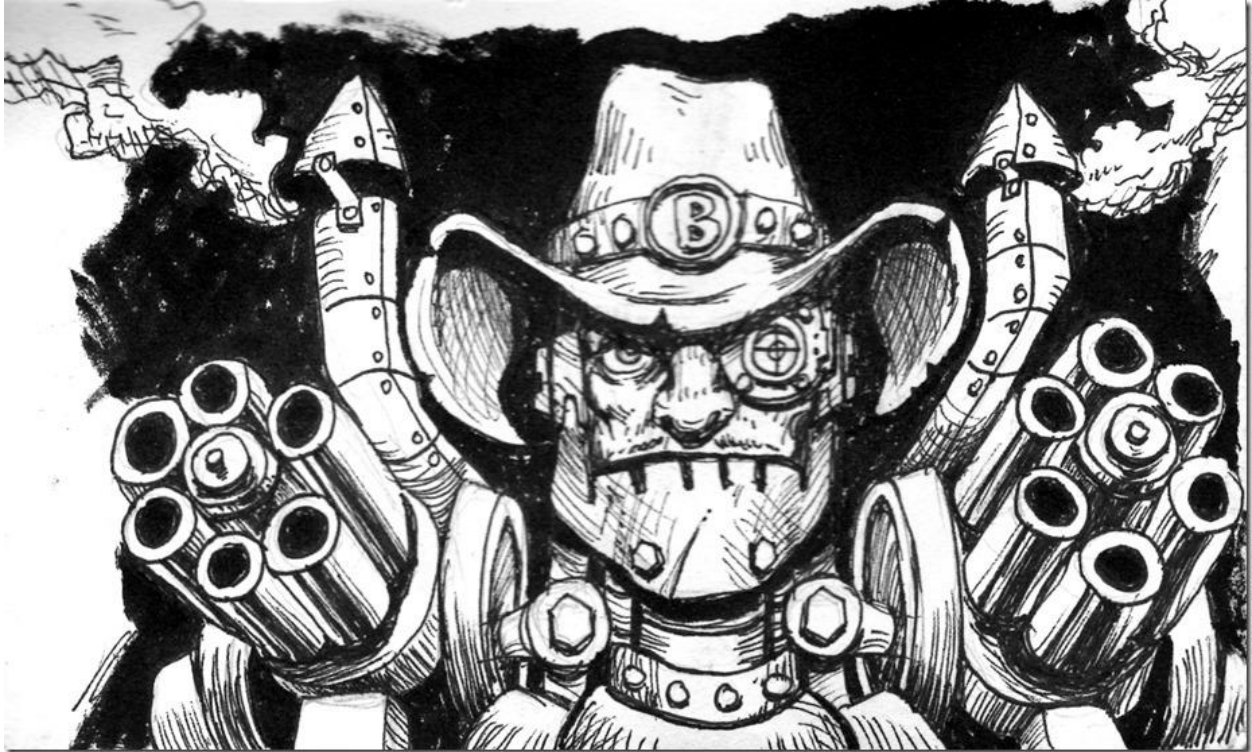
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★ COMPLETE YOUR BADGE TO START HIGH NOON!

This should be a big deal. We already have Multiball for Gold Mine, Showdown, and Stampede, we want to add Marshall Multiball back in, and add a 5<sup>th</sup> multiball for Dooley, so we think we are good there. People have noticed the lack of a video mode. We've had some issues with Video Modes in other games, mostly due to them not being much fun. WMS was severely constrained with what they could do on the screen, plus some games they chose didn't work so well with only two buttons. We can do a lot more with animation and responsiveness, so video mode might be just the square hole we need for this square peg.

*Proposal:* Do a sort of 'Guitar Hero' game with the two flipper buttons. Normally to do this type of game you'd want more buttons, but we can make up for that with speed.





Bionic Bart has two giant six-shooters, for 12 shots. As Bionic Bart prepares to gun the player down, the player needs to shoot the left or right gun before it can fire by pressing the corresponding flipper button. The 'tell' is that the left or right barrel starts rotating. If the player doesn't press the correct button before the barrel rotates into place *or* hits the wrong button Bionic Bart fires and the mode is over.

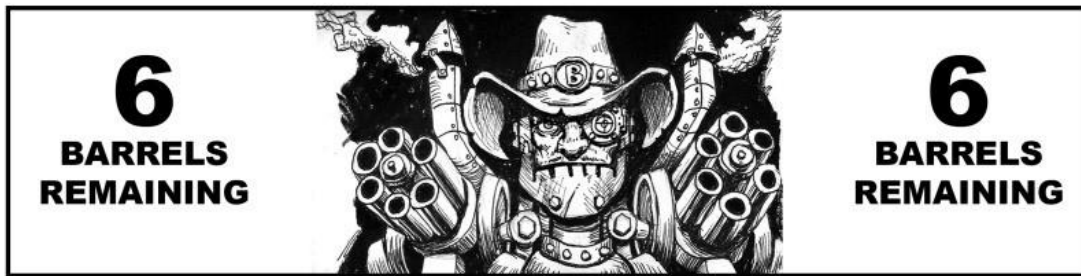
On a real gun, the barrel would rotate 60 degrees clockwise to get to the next position, but we will rotate the inefficient way – going 300 degrees counterclockwise, for a stronger visual clue. In the first round, it may take 2 seconds to rotate into place, speeding up in further rounds.

It will play out in 3 rounds, with the first being fairly easy, and the last being fairly rapid, so beating it will give a nice 'Bap! Bap! Bap! Bap! Bap!' on the buttons.

First round will award points

Second round will award random award, like the skill shot does

Final round awards extra ball and defeats Bionic Bart



## 9. Arrow Shots

We're not sure that 'arrow shots' is a real term, but we're calling it the orbits and ramps – many of the games have some commonality here, with three shots scoring increasing points and running a small display show. Finishing all three shots always lights or starts something of interest. There often is also a light for use in multiballs as a jackpot, so you often see the 3 inserts + arrows. Cactus is no exception and adds a combo light to it.

The '3 shots' is pretty common, especially in the games we have been doing. Think Dragon Breath/Snack/Death from MM, Atomic Blaster 1,2,3 from AFM, or Bride Warm Up/Gargle/Primp from MB.

Cactus is set up to do the '3 shots' rule on every 'arrow shot', but it gets a little sketchy. The high-level rule associated with them is if you complete all 5 arrow shots, you light Stampede Multiball, but the individual shots feel incomplete. Our guess is that they ran out of time and took some shortcuts at the end. We'll address all 5 shots, going from left to right. After Stampede Multiball all arrow shots reset.

Also, in the current rules, *any* of the ramps will light Polly Peril as the third shot if it hasn't been started yet, else they do their normal third shot.

## 10. Left Orbit

The left orbit has three shows associated with it: "Buck'n Bronco", "Wild Ride", and "Ride 'Em Cowboy"

Buck'N Bronco shows a horse dragging a cowboy across the ground left to right, with text BUCK'N BRONCO – 125,000

Wild Ride shows a horse chasing a running cowboy from right to left with text WILD RIDE - 150,000



Ride 'Em Cowboy repeats the dots from Buck'N Bronco with different text: RIDE 'EM COWBOY – 175,000

Finishing all 3 accomplishes nothing, but further shots show the dots from Buck'N Bronco *again*, this time with text that says HORSE LOOPS COMPLETED - 150,000

*Proposal:* Add a third dots show for Ride 'Em Cowboy where he successfully rides the horse. Finishing all three starts Train Robbery Hurry-Up. (see below) Further shots show a single frame with points. Can we come up with something better than HORSE LOOPS COMPLETED? Horse Whisperer? Horse Tamer?

## 11. Left Ramp

The left ramp sequence shows “Whitewater”, “Waterfall”, and “Save Polly”. The playfield art mentions River Rescue. River Adventure dots is on their to-do list – I guess that relates to missing art.

Whitewater shows Boss Bart paddling a canoe with a kidnapped Polly while the hero rides a horse after them with text WHITE WATER – 125,000

Waterfall **also** shows Boss Bart paddling a canoe, repeating the dots, with the text WATER FALL 150,000

Save Polly again shows Boss Bart paddling, another repeat, with the text SAVE POLLY – 175,000

Finishing all 3 accomplishes nothing, but further shots repeat the paddling and show ADVENTURE COMPLETED – 150,000

*Proposal:* Add an animation for Waterfall showing that Bart and Polly are going that way. There are already speech calls for it. Third shot starts Save Polly from the Waterfall mode described above. If Polly already saved, show POLLY SAVED in a frame with points.



## 12. Center Ramp

The left ramp sequence shows “Catch Train”, “Stop Train”, and “Save Polly”.

Catch Train shows the hero riding up to the train and jumping on. Text shows TRAIN 1 - 125,000

Stop Train shows the hero running across the tops of the train cars. Text shows TRAIN 2 – 150,000

The third shot can start the ‘Save Polly From Train’ mode, but if that has already been scored, the final animation just shows text SAVE POLLY – 175,000.





Finishing all 3 accomplishes nothing, but a further shots show text POLLY SAVED – 150,000

*Proposal:* Pretty much no changes, except the third shot will always start Save Polly from Train. We'll put a artistic border on the extra shots that show POLLY SAVED – 150,000.

### 13. Right Loop

The left ramp sequence shows “Good Shot”, “Gunslinger”, and “Marksman”.

Good Shot shows three bottles being shot one at a time, then the text GOOD SHOT – 125,000

Gunslinger shows 3 candles being lit one at a time by passing bullets, then the text GUNSLINGER – 150,000

Marksman shows a playing card flying through the air and being shot through the center with the text MARKSMAN - 175,000

Finishing all 3 accomplishes nothing, but further shots show the text TRICK SHOTS COMPLETED! – 150,000



*Proposal:* Finishing all three starts Train Robbery Hurry-Up. Add an artistic border to further shots that show TRICK SHOTS COMPLETED!

### 14. Right Ramp

The right ramp deals with a bank robbery, and the sequence shows “Sound Alarm”, “Shoot Out”, and “Save Polly”.

Sound Alarm shows the bank exploding with text SOUND ALARM – 125,000

Shoot Out shows the hero rolling into the bank and shooting with text SHOOT OUT – 150,000

If the Save Polly train mode has already been accomplished, Save Polly shows the third show – the hero standing with Polly, blowing smoke from his barrel and smiling. Text is BANK ROBBERY FOILED! – 175,000

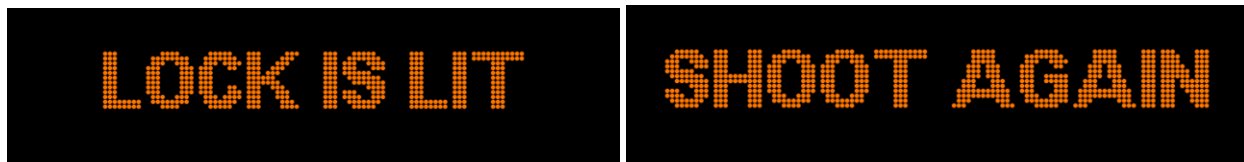
Finishing all 3 accomplishes nothing, but a further shots show the last part of the third show with the smile and the text BANK ROBBERY FOILED! – 150,000



*Proposal:* Finishing all 3 lights starts Save Polly from the Bank Robbers. If Polly already saved, show POLLY SAVED in a frame with points.

## 15. Still screens

Some of the still screens are just generic text which could be quickly enhanced with custom art.



Compare to screens from MM, AFM, and MB – even when they just use a simple border, it allows us to do something with color



### *Proposal*

Use a Western looking border and font, and use it for several of these type screens. This will also make foreign translation go much smoother. PRESS LAUNCH is another text prompt that shouldn't be too fancy, but needs a little more oomph. It could burn up, like the "Bonanza" intro.

CACTUS CANYON : "PLAYBILL" font

**LOCK IS LIT**

**SHOOT AGAIN**

## 16. Mine/Mother Lode

The mine seems pretty flushed out with rules and animations. During Gold Mine Multi-ball, the player can score "Mother Lode" jackpots. The Motherlode shows are just generic text fades which could be enhanced with custom art and animations.

**MOTHER LODER!**  
**1X**  
**2,500,000**

## 17. Hurry-Ups

Another thing missing from Cactus that is present in most Bally/Williams games is a "Hurry-up", or a quick timed mode that starts after an achievement that gives the player a chance to score some extra points

From the Medieval Madness rulesheet:

Castle Hurry-Up

If you've just completed Damsel Save, Catapult Slam, Peasant Revolt, Joust Victory, or Trolls! (in single-ball play), you get a Castle Hurry-Up. You may also start Castle Hurry-Up via a Super Skill Shot or Merlin's Magic award.



The Castle Hurry-Up value starts at 1M and decreases rather quickly, to a minimum of 250K. Collect the Hurry-Up at the Main Entrance, regardless of the state of the current Castle.

If you complete another row of lights which would normally start a Castle Hurry-Up while one is running, the Hurry-Up resets to a higher value. The second completion adds 2M to the Hurry-Up value, then each successive completion adds 500K more than the last. So the Hurry-Up is worth 3M with two, 5.5M with 3, 8.5M with 4, 12M with 5, et cetera. If there is a limit, it is at least 25 million. The Hurry-Up counts down at the same speed, so there is no need to worry about it timing out if you have at least a double going. Each Hurry-Up collected is counted (so a 3M Hurry-Up counts as two), and (default) 10 Hurry-Ups lights Extra Ball at Merlin's Saucer. A second EB is available at (yeesh) 40 Hurry-Ups.

Medieval has a hurry-up where you must hit the castle. AFM had theme specific hurry-ups for the ramp and orbit shots once completed, like when the jet shoots down a saucer with a missile, or you are chasing Martians with the Atomic Blaster. MB does not have isolated hurry-ups per se, but the Wolfman and Mummy modes function in a similar way.

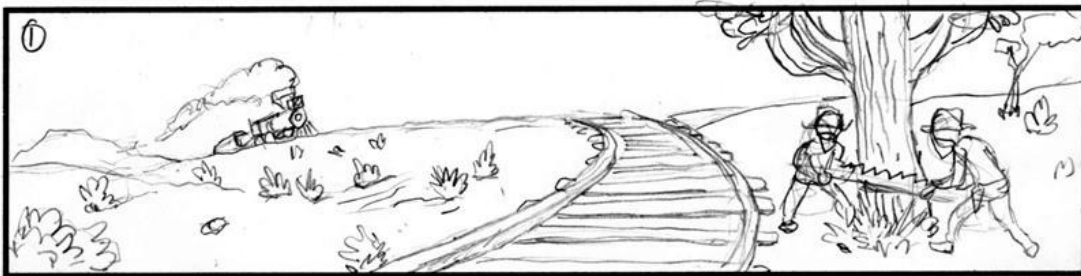
#### *Proposal:* Train Robbery Hurry-Ups

We want to do a couple hurry-up modes that fit in with the humor of the game. These would function like in MM and AFM, where you start with a certain score (1,000,000) and they count down over time. Once they count down to a minimum (25,000) they hold there for a few seconds. If the player still doesn't get the shot, the mode ends.

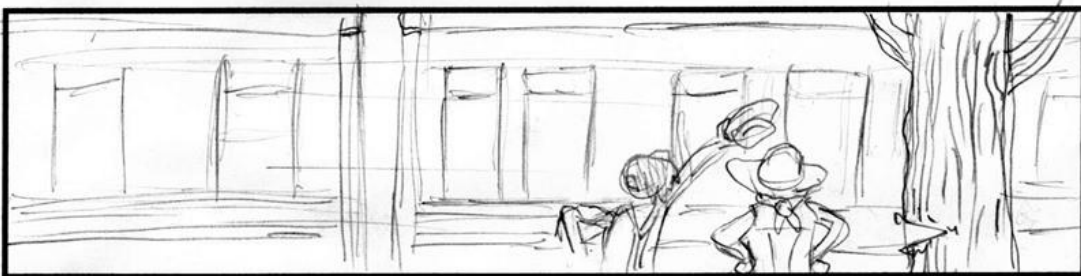
This is also an excellent chance to get more use out of the train toy. We start the train running at the start of hurry-up, if the player makes the shot, the train resets. The train reaching the end will coincide with the end of the hurry-up.

As the hurry-up is counting down, we want to show some quick looping animations, one b being bandits sawing a tree. This short animation will be repeatable as often as necessary. If the player succeeds in making the shot, we play a funny ending where the tree falls on the bandits and award points. There is no need for a 'lose' animation, we don't need negative reinforcement.

A second hurry-up that can work the same way shows the bandits rocking a giant boulder back and forth, trying to loosen it so it will wall on the tracks. If the player makes the shot, the train escapes and the boulder rolls backwards onto the bandits.



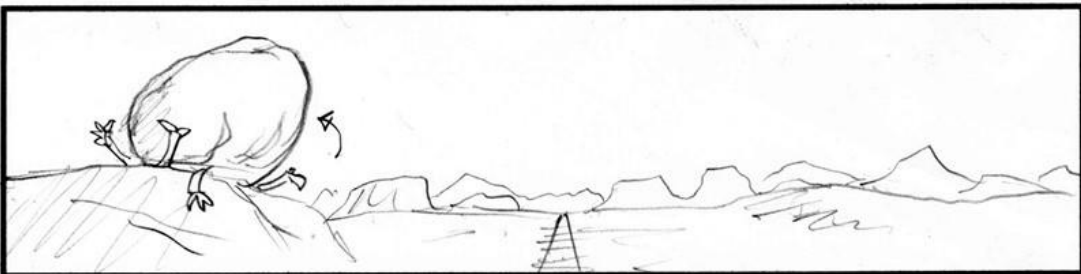
Bandits cutting down tree. Leave room for Score.



Train passes before tree is cut down. Bandit throws hat on ground, tree falls over on them.



Bandits pushing boulder down hill.



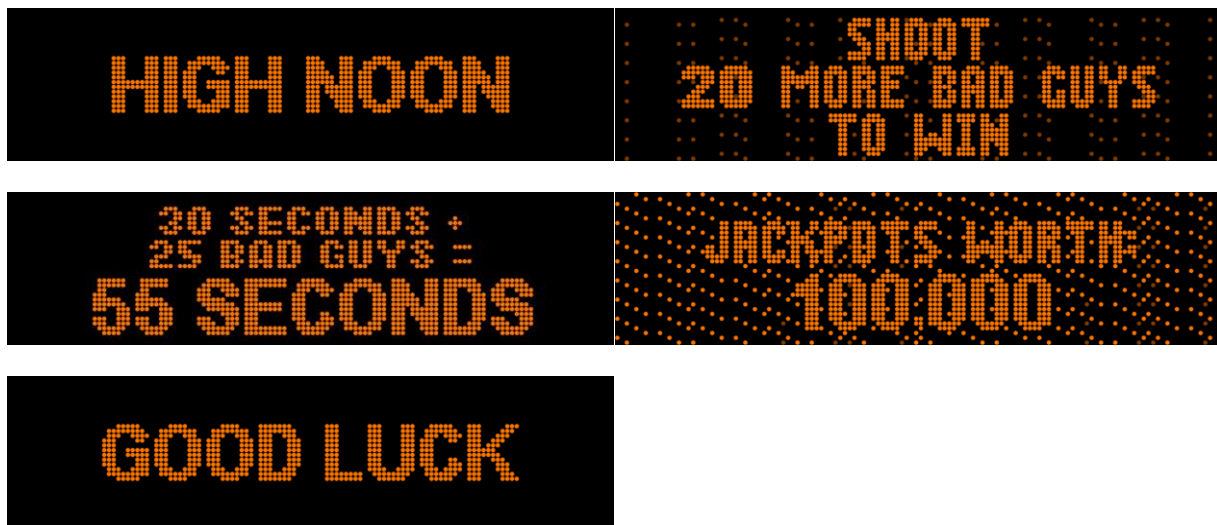
Train passes before they push the boulder. Bandit throws hat on ground, boulder rolls backwards onto them.

## 18. High Noon

High Noon is the 'Wizard Mode' entered when the player fulfills all the submissions and gets all 5 points of the star. No artwork or animations were created for High Noon and is an obvious choice for improvement. However, the logic behind the mode appears to be fully working as the designers intended.

If player hits 20 targets in the allotted time, there is a text show that is simply YOU WIN. The flippers shut off and the game collects the balls. If the player does not get all the targets before time runs out, there is nothing, the flippers just shout off and the game collects the balls. Either way, it goes to a countup giving points for any jackpots or bad guys you did get, but if you don't win, you don't get the extra 20,000,000

Start sequence:

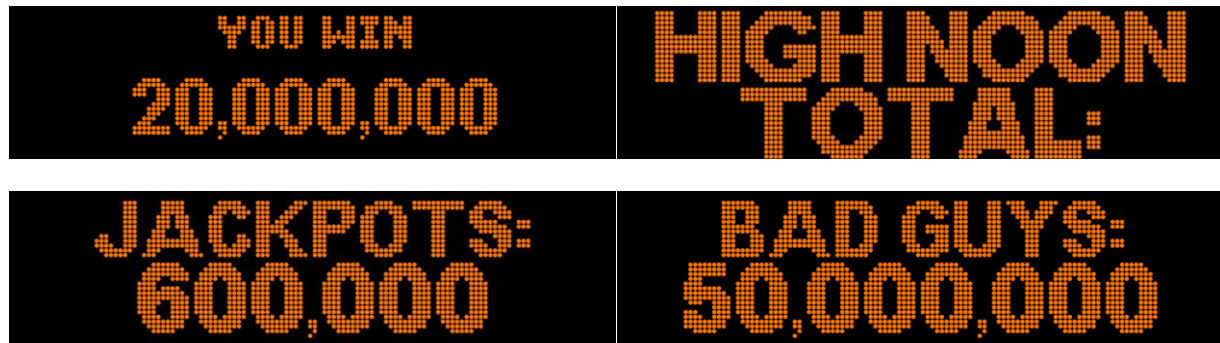


High noon gameplay



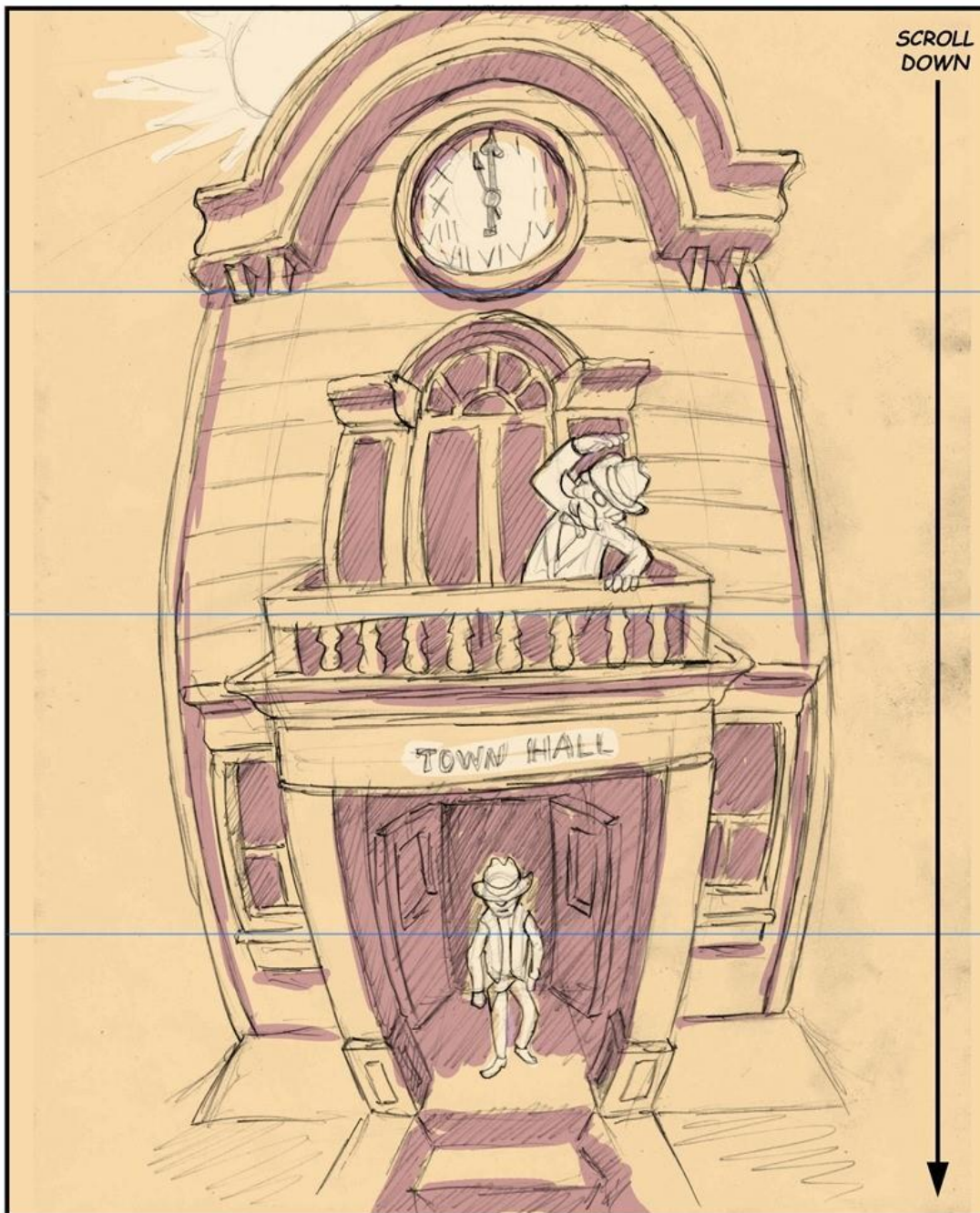
High noon win show:





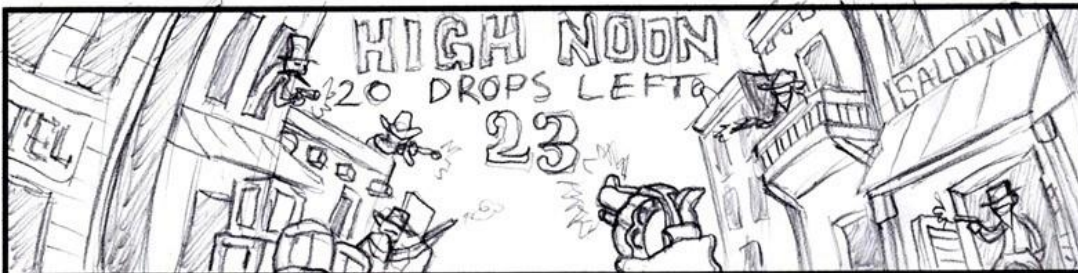
*Proposal:*

We'll need to make art and choreography for all phases of the show. Some of it can be text, but certainly not *all* of it as it is now.

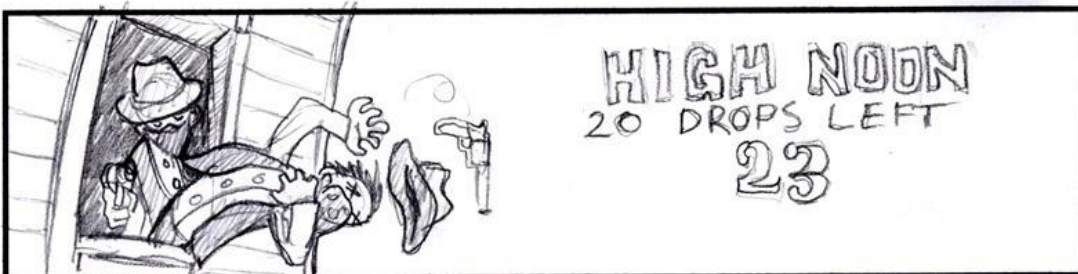


Church bell ringing, clock ticks to 12:00, start scroll. Mayor: "Oh no, it's High Noon!"

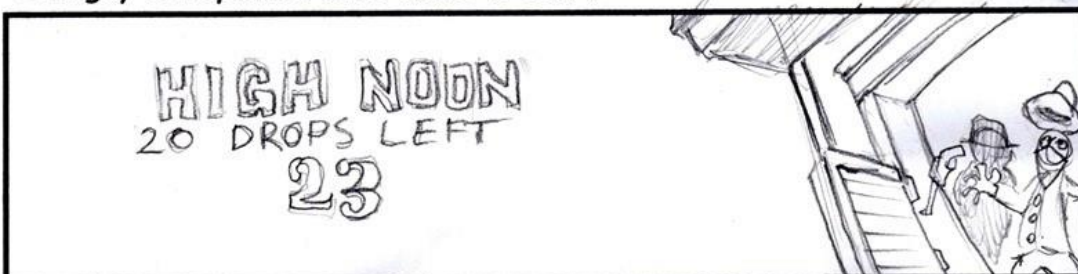
Scroll down to "hero" walking out of town hall.



Main show



After drop target is hit, random animation of bad guy getting hit.  
Bad guy is replaced until mode is over.



Several different badguys...



After the player "wins" the town celebrates with a simple animation.



## 19. Super Double Secret Wizard Mode

There are many comments on the Wizard Mode (High Noon) being too easy to get to, and to beat. This one is for the internet geeks

After High Noon, the game shuts off the flippers to collect all the balls, and resets everything so the player can keep going. This is a perfect time to slip in something extra, as we are guaranteed nothing else is going on.

*Proposal:* Final showdown with Boss Bart

Eject a single ball and start a final showdown with dramatic lighting and such. Maybe black out the lights except for the shot you need. This is a timed mode, with the player needing to make a set of shots in sequence, culminating with holding the ball with the showdown pin, and giving them a shot at hitting the Bart toy. I'll use 20 seconds as an example, but it could be less or more, or adjustable by difficulty settings.

We had a couple of ways to go with this but trying to keep in the spirit of the original rules, we propose running this as sort of a combination of the way Gunfight and the Bart toy work in normal gameplay. The Bart toy is a bash toy generally hit from the left flipper, so we want to get the ball to the left inlane where we can hold it with the showdown pin. Both the left and center ramp feed the left inlane, so that sets up a nice finale with the timer providing adrenaline.

Start with all playfield lights off except the left ramp lights, which are strobing up. Need to indicate to the player that

**BOSS BART**

**19**

**HIT THE LEFT RAMP / alternates with score**

In this case, the timer is the most important thing.

If the player can't hit the ramp shot within 20 seconds, Boss Bart draws on you, and we fade to black, killing power to flippers. The game restarts (without losing a ball) the same as it would after High Noon anyway.

If the player hits the ramp shot, the ball will come to the inlane and we hold it with the pin. Do some animation/speech from Boss Bart – Draw! There are a lot of Boss Bart speech calls. Our drama lighting changes to highlight the Saloon/Bart area. At 'Draw!' We drop the pin, and the player makes their shot.

One of two things can happen next. The player either hits Bart, or they hit any other switch, which we count as a miss. A hit reduces Bart's health and triggers a hit animation/sound, a miss triggers a taunt animation/sound.

Either way, the timer resets to 20, and the ramp alternates, so the second time the player needs to hit the center ramp to set up another shot.

If the player makes 6 hits on Boss Bart, there is a Mega-jackpot with crazy light show and some simple animations and speech calls (I'm a goner!), just like beating the King of Payne or Ruling the Universe. We also shut off the flippers here just like the normal end of High Noon, so that we can collect the balls and restart. The player does not lose a ball.

Note – we could make getting the Double Secret ending dependent on finishing some of the modes we added – like Bionic Bart, Bar Fight Multiball, Hurry-Ups, etc. Could give a hint in voice calls after normal High Noon is over. “Boss Bart’s getting away! If only you’d beaten Bionic Bart” etc.

Note 2 – We originally wanted to make this impossibly hard as a response to internet nerds complaining, but that probably isn’t the way to go. Probably.

## 20. Match

The match ‘show’ is another obviously unfinished item. Again, the *logic* is there, but the *choreography* is terrible. There is actually no art or sound for it at all!



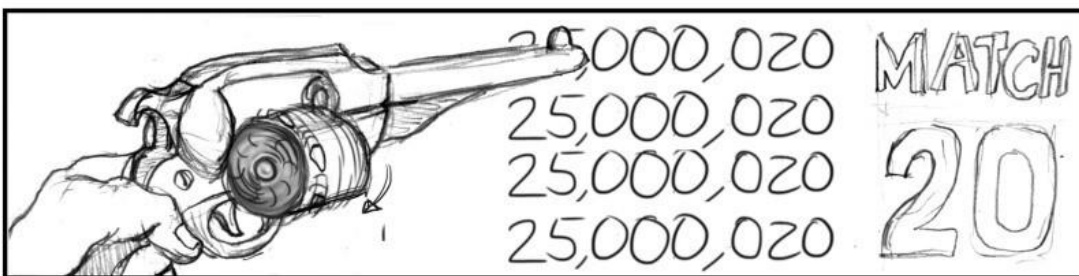
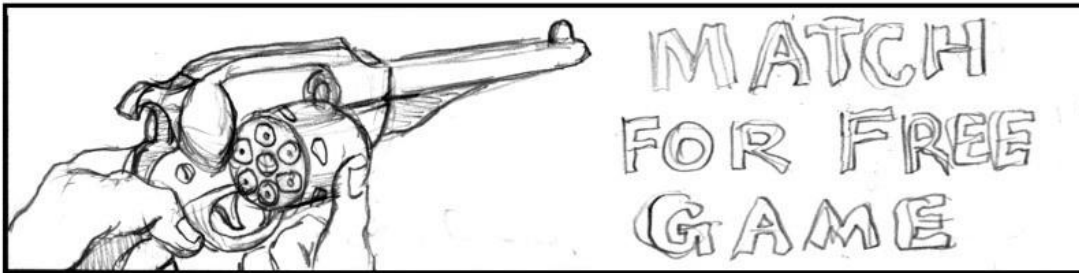
To refresh your memory, the two digit number on the right is constantly changing randomly between all values (10-20-30-40,etc). After a few seconds, some event happens, and it is frozen. At this point, if it matches the players last two digits, they get a free game. In theory, there is a 1 in 10 chance of this happening. This goes back to the 1970’s with 7-segment display and even before. I looked it up, match started in 1957. I don’t know how they did it before computers!

So, visually, we just need some anticipation, and a sudden act. In MM, it was the arrows, in AFM, saucer shooting the number, in MB, Dracula’s amp blows up

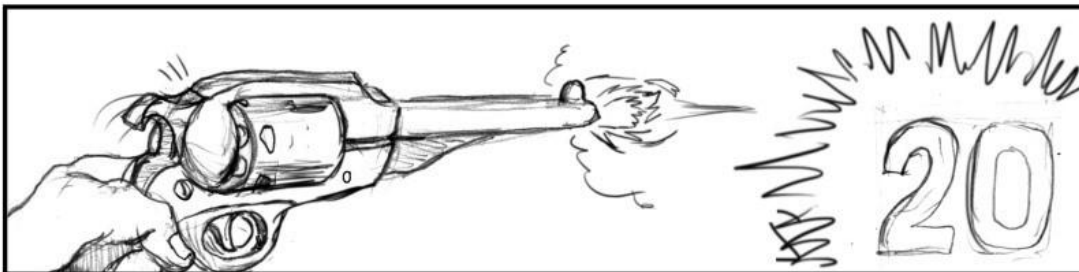
### *Proposal:* Revolver

A hand spins a revolver barrel, which makes the numbers start changing at the same time. Hand snaps the barrel shut, and the gun fires, stopping the number with a bang.

CACTUS CANYON : Match v.2



*Spin the cylinder...*



**BANG!**

## 21. Attract Mode

MM, AFM, and MB had extra high scores for events they showed in attract mode, like CATAPULT CHAMPION, RULER OF THE UNIVERSE, MOSH MULTIBALL CHAMPION. Very easy to add to CC.

Of course, removing the any logos or mention of a defunct Williams website if very easy now.

Limited Edition Ideas / Stuff from random internet people

I see a lot of complaints online about the apron guns obstructing sight lines. Engineer them in such a way that they can be easily and cleanly removed by the owner.

BONUS POINTS: Engineer it such that it can detach from the apron, and easily attach to the topper!

I've seen a mod where they attached a flasher to the end of the barrel, so the gun does something. A little stepper in there to make the barrel revolve would be cool too. Or maybe the flasher is already there on some production games?



I see mention on Pinside that the ball can bounce around in the jets too long. We can keep an eye on this, and maybe do something about it in software.

Does the beer mug light up? Can we make it light up?

Change drop targets to translucent and edge light them

Popper light in the mine would look very cool – in this case I think we'd want full RGB in there. As the minie moved up and down, the shot goes from blocked to makeable. Use red for blocked, fade to green as it is makeable. When ball in there, could flash blue before it pops. Also use blue to get a full range of colors for the Mine animations.

I saw this on Pinside, from the programmer who made Continued, so he has a lot of time into the game! "IMHO the saloon doors wouldn't be worth doing. I think they got removed in the whitewood phase for a reason."

Paint gun handles wood or pearl.

## Appendix A: Character Speech Calls

These are from the code comments and may not be a final listing

### 1. Dooley

```
0579 D: Lookout those guys got guns
057e D: Hey that was a good one buddy
0580 D: Hey buddy you shot my drink
0581 D: Stop shooting at my drink
0583 D: You can (burp) do it
0586 D: I was drinking that thank you
```



0588 D: Shoot that bad guy  
058a D: Ooo I never seen nothin like that  
058d D: Its all over citizens back to work  
058f D: What the..  
0591 D: Scream  
0593 D: Boy Im thirsty  
0594 D: Screams  
0596 D: Jackpot Whoopee  
0598 D: Lock is lit and so am I  
0599 D: Jackpot Ill drink to that

## 2. Mayor Dewey Cheatum

03eb MC: Shoot everything  
03ec MC: OK son lets gunfight  
03ed MC: Oh my - a SHOWDOWN  
03ee MC: On no its High Noon  
03ef MC: The key to our fair city  
03f0 MC: Your job here is done  
03f2 MC: Thank you ... cleaning Cactus Canyon  
03f4 MC: Theres a bounty just waitin for ya  
03f5 MC: Bounty is lit  
03f6 MC: Your bounty friend  
03fc MC: The extra ball is lit  
0401 MC: Shoot the saloon  
0402 MC: Shoot the right ramp  
0403 MC: Replay  
0404 MC: Special  
0405 MC: Dont move its a gunfight  
0406 MC: Free game  
0407 MC: Only four lights to complete your star  
0408 MC: Only three lights to complete your star  
0409 MC: Only two lights to complete your star  
040a MC: Only one light to go to complete your star  
040c MC: Shoot the mine to collect the extra ball  
040d MC: Quick Draw is lit  
040e MC: Gunfight is lit  
040f MC: Jackpot 2  
0410 MC: Bad Guy 1  
0411 MC: Bad Guy 2  
0412 MC: Bounty Collected  
0413 MC: Collect your bounty son  
044c MC: Welcome to Cactus Canyon stranger  
044d MC: Mayor Dewey Cheatum at your service  
0456 MC: Uh ooo  
0457 MC: My that was a bit close  
045c MC: This calls for a drink  
045d MC: Say thats a pretty good eye there  
045e MC: That left ramp is wide open  
045f MC: The right ramp sir

0460 MC: Nice loopin sir  
0468 MC: Citizens our new Sheriff  
0469 MC: Fair townsfolk - our new Marshall  
046a MC: Now nobody panic  
046c MC: Vote Cheatum  
046d MC: Welcome back  
046e MC: Well do something my moneys in there  
046f MC: A job well done  
0474 MC: Congratulations Sir  
0476 MC: Congratulations  
0477 MC: Congratulations Stranger  
0478 MC: Congratulations Pardner  
0479 MC: Congratulations Deputy  
047a MC: Congratulations Sheriff  
047b MC: Congratulations Marshall  
047e MC: Theres a bad guy out there  
047f MC: Shoot the bad guy  
0480 MC: Ive had about enough a those Bart boys  
0481 MC: Get that bad guy  
0483 MC: Shoot that scurvy scoundrel  
0484 MC: Ventilate that villain  
0485 MC: Those nefarious no goodnicks  
048d MC: Aw just shoot em  
048f MC: Head up the center ramp  
0491 MC: Nice shooting Sir  
0492 MC: Quite a knack with those six shooters  
0493 MC: Shoot anything that pops up  
0494 MC: Say you could enter our 4th of July gopher shoot  
0495 MC: Time for one more shot  
0497 MC: I suggest you hurry friend  
049f MC: The mine is wide open  
04a1 MC: Mother Lode  
04a2 MC: Lock is Lit  
04a3 MC: A fine ride sir  
04a5 MC: Those Bart boys are robbin the bank  
04a9 MC: Miss Polly is tied ... likes it  
04ac MC: Dont just stand there-DO SOMETHING  
04ae MC: Maybe you better check the sights on that weapon  
04af MC: Are you sure that thing is loaded

### 3. Polly Peril

0322 P: Help w/reverb  
0323 P: Welcome to town stranger  
0329 P: Ooo you got here just in time  
032a P: Im so glad youre back  
032b P: Save me save me save little ole me  
032e P: Do be a gentleman and save me  
032f P: Hurry hurry  
0330 P: HURRY  
0331 P: Im trapped in the mine

0332 P: Help  
0333 P: Hurry again  
0334 P: Save me again  
0335 P: Help me help me  
0336 P: Im tied to the tracks and I cant get up  
0337 P: Stop the train  
0338 P: The train is coming  
0339 P: The train is getting closer  
033d P: Were headed for the falls  
033e P: Were goin over the falls  
033f P: Im gettin all wet  
0343 P: Thank you  
0344 P: Youre the greatest  
0345 P: Youre my hero  
0346 P: My hero  
0347 P: Youre quite a man  
0348 P: Congratulations  
034a P: Ive been abducted again  
034f P: Get him blow his lil ol head off  
0351 P: Why do they always tie me to the tracks  
0352 P: Ooo how brave  
0353 P: Jackpot  
0354 P: Nice shootin  
0356 P: Shoot again  
0357 P: Player one  
0358 P: Player two  
0359 P: Player three  
035a P: Player four  
035b P: Lock is lit  
035c P: Congratulations Stranger  
035d P: Congratulations Pardner  
035e P: Congratulations Deputy  
035f P: Congratulations Sheriff  
0360 P: Congratulations Marshall  
0366 P: Thank you stranger  
0367 P: Thank you Pardner  
0368 P: Thank you Deputy  
0369 P: Thank you Sheriff  
036a P: Thank you Marshall  
036b P: Try again big fella  
036c P: Come back soon  
036d P: Help 2 in mine  
036e P: Gasp  
036f P: My Hero (in mine)

#### 4. Mortimer Riggus

0518 MR: Oh goody Quick Draw is lit  
0519 MR: Quick Draws are good for business  
051a MR: Theres going to be a gunfight



051b MR: Oh good mayhem at the bank  
051c MR: Oh goody youve shot them all  
051d MR: A respectable body count indeed  
0523 MR: My theyre dropping like flies  
0524 MR: So many bodies so little time  
0525 MR: Hope to see you soon  
0526 MR: A Dead ringer  
0529 MR: Your shooting is killing  
052c MR: Welcome to Carcass...er CC

## 5. Rosie the Barmaid

07d2 R: Come in and take a load off  
07d3 R: I didnt like that deadbeat anyway  
07d5 R: Ooo what are you packin  
07d7 R: I like how you ride that horse  
07d8 R: Amazing  
07dd R: That extra ball is lit honey  
07df R: I like that Colt 45  
07e1 R: Jackpot  
07e2 R: Extra ball  
07e4 R: Honey just shoot anything  
07e5 R: Shoot again  
07e7 R: Nice shootin Stranger  
07e8 R: Nice shootin Pardner  
07e9 R: Nice shootin Deputy  
07ea R: Nice shootin Sheriff  
07eb R: Nice shootin Marshall  
07f8 R: Quick Draw is lit  
07f9 R: Looks like a gunfight  
07fa R: Hit that bad guy

## 6. Announcer

04b0 A: Laugh/Cough  
04b2 A: Welcome to Cactus Canyon  
04b5 A: Hurry youre runnin outta time  
04b9 A: Well that was some nice shootin  
04ba A: Laugh  
04c2 A: Big Jackpot  
04cb A: Motherlode is lit  
04d1 A: Ooo I smell a gunfight brewin  
04d2 A: Boy I aint seen that many holes  
04d5 A: Gunfight is lit  
04d6 A: Gunfight...just a reminder  
04d9 A: Get that bad guy  
04db A: Woo-hoo  
04dc A: Is that thing loaded  
04de A: You been promoted to Deputy  
04df A: You been promoted to Sheriff

04e0 A: You been promoted to Marshall  
04e1 A: Shoot the mine  
04e4 A: Double Mother Lode  
04e6 A: Oh boy thats gotta hurt  
04e7 A: Guess that horse is breakin you in  
04e8 A: Ride em cowboy  
04ea A: Extra Ball is lit  
04eb A: Shoot all the bad guys  
04ec A: Its a STAMPEDE  
04f1 A: Dont move  
04f2 A: Miss Polly is in trouble  
04f3 A: Head up the left ramp  
04f4 A: Shoot the center ramp  
04f5 A: Head for the right ramp  
04f7 A: Wanna win - shoot the bad guys  
04fa A: Nail that bad guy lawman  
04fd A: The bad guy shoot the bad guy  
04fe A: Bad guy 1  
04ff A: Bad guy 2  
0500 A: You wanna check the sights on that thing  
0517 A: Look at that body count/MR:Oh well etc

## 7. Big Bart

05aa BIG: Mess with me will ya  
05ab BIG: Well that hurt a little  
05ac BIG: Nothin but a little hole  
05ae BIG: Youre messin with the wrong hombre hombre  
05b0 BIG: Ow I said  
05b1 BIG: Im gonna shoot my initials in ya lawman  
05b4 BIG: Ow  
05b6 BIG: Well that hurt sir  
05b7 BIG: Celebrity voices impersonated  
05b8 BIG: Well I can tell ya that hurt  
05b9 BIG: Ow Dang it  
05ba BIG: Name is Big Bart tough guy  
05bb BIG: What do ya think yer doin Pilgrim  
05bc BIG: Well Im done for  
05bd BIG: Well Thats all folks  
05be BIG: I guess Ill just fall  
05c0 BIG: Thats a tilt there Pilgrim

## 8. Bubba Bart

076c BUB: Ooo Bubba hit  
076d BUB: Bubba mad now  
076e BUB: You mess w/Bubba Bubba mess w/you  
076f BUB: Bubba mess pants  
0770 BUB: Bubba take dirtnap

0771 BUB: Bubba like shiny silver ball  
0772 BUB: Ow shiny ball hurt  
0775 BUB: Doh  
0776 BUB: Duhhaa  
0778 BUB: Duheeee  
077a BUB: D-uh  
077b BUB: Me Bubba you dead  
077c BUB: Night night BB go to sleep now  
077d BUB: Bubba gonna mess you up  
077e BB: Duh  
077f BB: You dead

## 9. Bandelero Bart

0709 BAND: You dont think I see you but I do  
070b BAND: Oh I think Ive been hit  
070c BAND: Oh that one hurt  
070d BAND: Youre messing with Bandelero Bart  
070e BAND: Ooo Ive been air conditioned  
070f BAND: You couldnt hit the broad side of a burrito  
0710 BAND: My burro could shoot better than that  
0711 BAND: Look at this blood...wife is gonna kill me  
0712 BAND: Holy Komochee Ive been shot  
0714 BAND: Wonder if my HMO covers this  
0715 BAND: Adios amigo time for siesta  
0716 BAND: Oww say youre pretty good  
071a BAND: Ouch my bridgework  
071c BAND: Yeah shoot the bad guy  
071d BAND: Cmon Lone Ranger  
071f BAND: Owoh  
0720 BAND: Owww you got me

## 10. Boss Bart

05dd BOSS: You got a hankerin for some lead  
05df BOSS: Oh  
05e0 BOSS: Looks like we got us some company  
05e1 BOSS: Better luck next time  
05e2 BOSS: We-ll be back Lawman  
05e3 BOSS: Draw  
05e4 BOSS: Youre askin for it  
05e5 BOSS: Oh no...  
05e6 BOSS: Oh  
05e7 BOSS: Ohhh (up)  
05ef BOSS: Till we meet again lawman  
05f0 BOSS: Go get him  
05f5 BOSS: Get that lawman  
05fd BO: You broke my favorite toy  
05ff BOSS: You shot my brother



0602 BOSS: I never liked him anyway  
0605 BOSS: Oww  
0606 BOSS: Ooowwww  
0608 BOSS: This is my town lawman  
0609 BOSS: Oh shut up  
060a BOSS: Ready  
060b BOSS: Set  
060c BOSS: Get Ready  
060d BOSS: Show me yer stuff  
060e BOSS: You cant shoot  
060f BOSS: Nothin but a scratch  
0610 BOSS: Come on tough guy  
0611 BOSS: Im over here  
0612 BOSS: Go on take yer best shot  
0613 BOSS: Oooo hot lead  
0614 BOSS: OK Im injured enough  
0615 BOSS: On to the next town boys  
0616 BOSS: Jackpot dang it  
0617 BOSS: Owww  
0618 BOSS: Oww 4  
0619 BOSS: Owwwww  
061a BOSS: Aw you shot everybody  
061b BOSS: Aw ya missed  
061c BOSS: Im still standin  
061d BOSS: You missed  
061e BOSS: Prepare for destruction my friend  
061f BOSS: All right no more Mister Nice Guy  
0620 BOSS: My secret weapon  
0621 BOSS: All right tough guy deal with this  
0622 BOSS: Aw I just bought that thing  
0623 BOSS: You broke my toy  
0624 BOSS: Boy they dont make em like they used to  
0625 BOSS: Lawman its you or me  
0626 BOSS: Look out  
0627 BOSS: Laugh 1  
0628 BOSS: You cant stop this train  
0629 BOSS: Youll never catch us  
062a BOSS: Head for the hills  
062b BOSS: Laugh 2  
062c BOSS: Laugh 3  
062d BOSS: Laugh 4  
062e BOSS: Youre askin for it  
062f BOSS: Prepare for pain Lawman  
0630 BOSS: Whyd ya go and do that  
0631 BOSS: Im gonna get my money back  
0632 BOSS: All right Ive had it  
074b BOSS: Time for a gunfight  
074c BOSS: You shot my brother  
074d BOSS: That was my brother  
074e BOSS: You hurt my brother  
074f BOSS: Lets gunfight  
073a BOSS: Were the Bart Boys n Im the Boss

073b BOSS: Well looky here sheriff of the week  
073c BOSS: I love the smell of lead in the morning  
073d BOSS: Nobodys home go away  
073f BOSS: Oh goody target practice  
0740 BOSS: Oh Im hit  
0741 BOSS: Just a flesh wound  
0743 BOSS: I never used that fanger anyway  
0744 BOSS: Ill just rest here a little bit  
0745 BOSS: Im a goner  
0746 BOSS: Nice knowin ya boys  
0748 BOSS: Hes better than he looks boys  
0749 BOSS: Just give me a nice plot in Boot Hill  
074a BOSS: See ya 6 feet under boys

## 11. Bionic Bart

0834 BI: I am a Bionic Bart unit  
0835 BI: Hasta la vista Partner  
0836 BI: Prepare for annihilation Cowboy  
0837 BI: Time for payback Lawman  
0838 BI: You have dented my armor  
0839 BI: My systems are shutting down  
083a BI: You are scrambling my memory banks  
083b BI: That does not feel good  
083c BI: You put a hole in my machinery  
083d BI: Ow 1  
083e BI: Ouch that one hurt  
083f BI: Ow 2  
0841 BI: You have voided my warranty  
0843 BI: I am not through with you  
0844 BI: Please send me to an authorized service representative  
0846 BI: I am the new sheriff in town  
0847 BIO: Steel balls do not phase me  
0848 BIO: Puny Carbon Unit+  
0849 BIO: Puny carbon based life form  
084a BIO: Eat my tire treads cowpoke  
084b BIO: Warning  
084c BIO: Game Over

## 12. Generic Bad Guys (some good?)

01f5 Some Guy: Grunt 1  
01f6 Some Guy: Grunt 2  
01f7 Some Guy: Grunt 3  
01f8 Some Guy: Grunt 4  
01f9 Some Guy: Grunt 5  
01fa Some Guy: Grunt 6  
01fd Some Guy: Quick Draw is Lit  
01ff Some Guy: You cant shoot nothin

0200 Some Guy: Oh you got me  
0201 Some Guy: Oh Im a goner  
0206 Some Guy: Owwww  
0207 Some Guy: Aaaaaaaa  
0209 Some Guy: Aaaaaooohhhh  
0210 Some Guy: Motherlode 1  
0211 Some Guy: Jackpot 2  
0212 Some Guy: Jackpot 3  
0213 Some Guy: Stampede MB 1  
0214 Some Guy: Jackpot 4  
0215 Some Guy: Motherlode 2  
0218 Some Guy: Multiball  
021a Some Guy: Extra Ball  
021b Some Guy: Gold w/whoosh  
021c Some Guy: Mine w/whoosh  
021d Some Guy: Showdown  
021e Some Guy: Double Motherlode  
021f Some Guy: Triple Motherlode  
0220 Marshall MB Yell  
0264 Some Guy: longer death yell 1  
0265 Some Guy: longer death yell 2  
0266 Some Guy: longer death yell 3  
0267 Some Guy: Grunt 7

### 13. Crowd

079e Yeeha  
079f Townsfolk Rousing Cheer  
07a0 Yeeha 2  
07a1 Yippee  
07a2 Yeehoo1  
07a3 Long Cheer  
07a4 Medium Cheer  
07a5 Wahoo 1  
07a7 Wahoo 3  
07a8 Wahoo 4  
07a9 Yip Yip Yippee  
07aa Yeehoo 2  
07ab Yeehah 3  
07ac Crowd Aww 1  
07ad Crowd Aww 1  
07ae Crowd Whoa  
07af Crowd Whoa  
07b0 Crowd Aww 1  
07b1 Crowd Whoa

### 14. Music and Sounds

0000 kill sound on all tracks



0001 Shooter  
0002 Mainplay  
0003 Stampede Multiball  
0004 Short Gunfite Intro  
0005 Bonus End Tune  
0006 Bonus Tune Ending  
0007 Hurry Up  
0008 Multiball  
0009 Gunfite Intro  
000a Mainplay  
000b Orch pop 1  
000d Orch pop 2  
000f Orch pop 3  
0011 Hurry Up Start  
0014 Hurry Up Ending  
0015 Hurry Up End Too Bad  
0016 Showdown  
0017 Gunshot Orch Hit  
0019 Hurry Up w/Start  
001a Gold Mine Loop  
001b Polly Peril Intro  
001c T2 Battle  
001d Dooley Entrance Music  
001f Polly Peril Tune  
0020 Award Tune End  
0022 Skill Shot  
0024 Orchestra Hit B  
0026 Successful Bad Guy Hit  
0028 Multiball  
0029 Ball One Locked Music  
002a MMB 5/15  
002b Polly Peril Ending  
002c GB Multiball Fanfare w/yeeha - play 40 to start MB  
002d Reward Music Sequence  
002f Showdown Intro - Marked into 73  
0030 Ball 2 Locked Music (End)  
0032 Bonus 1  
0034 Bonus 2  
0036 Bonus 3  
0038 Bonus 4  
003a Xylophone 1  
003d Xylophone 2  
0043 Award 3 Music  
0045 Award 4 Music  
0047 Award 5 Music  
0049 Showdown  
004a Extra Ball Tune alt  
004b Bonus 1 no drum intro  
004e Bonus 2 no drum intro  
004f Bonus 3 no drum intro  
0052 Bonus 4 no drum intro  
0053 Drum Whoosh Sound

0058 String Tremelo 2  
0059 String Tremelo 3  
005c Orchestra Hit D  
005f Polly Triple Frenzy  
0060 Polly Double Frenzy  
0062 Polly Frenzy  
0063 OK Corral Showdown  
0064 Special Track 0 sound kill (10 sec)  
0065 FX: Squeak w/big smash  
0068 FX: Ricochet 2  
0069 FX: Bank Show Bomb  
006c FX: Cowboy Whirl  
006d FX: Ricochet 5  
0070 FX: Ricochet 6  
0071 FX: Alert 2  
0074 FX: Gallop w/yell  
0075 FX: Sparkle Ding  
0078 FX: Glass break 6  
0079 FX: Mine Door Impact  
007c FX: Alert 4  
026e FX: Banjo 1  
026f FX: Banjo 2  
0270 FX: Banjo 3  
02bc FX: Gallery 1  
02bf FX: Gallery 2  
02c0 Crowd Hooray  
02c3 Townsfolk Cheer 2  
02c4 Group Bad Guy 1  
02c7 Group Bad Guy 2  
007d FX: Bionic Bart Rollers  
0080 FX: Start Button Start  
0081 FX: Coin Ramp  
0084 FX: Coin Shot 1  
0085 FX: Wood Break  
0088 FX: Glass Break 3  
0089 FX: Coin Drop  
008c FX: Clock Bell 2  
008d FX: Spur w/reverb 1  
0090 FX: Tilt Warning Sound  
0091 FX: Slam Tilt  
0094 FX: FX Ricochet 1  
0095 FX: Bank Sign  
0098 FX: Bionic Bart Turn  
009b FX: Trick Shot Loop  
009e FX: Bionic Bart Hit 2  
009f FX: Jet exit  
00a2 FX: Crowd Cheer 1  
00a3 FX: Crowd Cheer 2  
00a6 FX: Crowd Cheer 3  
00a7 FX: Crowd Cheer 4  
00aa FX: Gun Blow  
00ab FX: Swish w/ricochet 1

00ae FX: Glug 2  
00af FX: Glug 3  
00b4 FX: Horse Break Loop  
00b5 FX: Machine Guns  
00b8 FX: Shot 2  
00bf FX: Kickout Warning  
00c2 FX: Kickout Warning 2  
00c3 FX: Eject Ramp 3  
00c6 FX: Eject Mine Pow  
00c7 FX: Train Stop w/hiss  
00ca FX: Train med fast  
00cb FX: Train fast  
00ce FX: Train Brake  
00cf FX: Train fast (looped 1x)  
00d2 FX: Boom 1  
00d5 FX: Boom 3  
00da FX: Bionic Bart Hit  
00dd FX: Rollover 1  
  
00df Drum 1  
00e2 Drum 2  
00e3 Drum 4  
00e6 FX: Medium Wipe 2  
00e7 Drum 12  
00ea Drum 13  
00eb FX: Cactus Bang  
00f2 FX: Ball Lock One Show  
00f3 FX: Ball Lock Two Show  
00f8 FX: Big Boonski  
00f9 FX: Lightning 1  
00fc FX: Lightning 2  
00fd FX: Huge Explosion  
0100 FX: Rocks Fall  
0101 FX: Boom 8  
0104 FX: Jackpot Bang 1  
0105 FX: Jackpot Bang 2  
0108 FX: Jackpot Bang 3  
010b FX: Big Glass Break  
010f FX: Train Whistle Blow  
0112 FX: Plunger Revised  
0115 FX: Anvil  
011c FX: Drain Sound  
011d FX: Cow Passby 5  
0120 FX: Slide Gtr 1  
0121 FX: Slide Gtr 2  
0124 FX: Slide Chord  
0125 FX: Lightning 3  
0128 FX: Lightning 4  
0129 FX: Orchestral FX 1 Bart Hit  
012c FX: Orchestral FX 2 Bart Hit  
012d FX: Orchestral FX 3 Bart Hit  
0136 FX: Impact 1

0137 FX: Fireworks 1  
013a FX: Fireworks 2  
013b FX: Fireworks 3  
013e FX: Fireworks 4  
013f FX: Ricochet  
0142 FX: Cow 1  
0143 FX: Cow 2  
0146 FX: Cow 3  
0147 FX: Cow 4  
0154 FX: Jet 3  
0155 FX: Jet 4  
015c FX: Ringer 3  
0187 FX: Fast Gun Cock  
018a FX: Whirr 4  
0197 FX: River Ramp In

## Appendix B: Notes from original developers via source code

### *Hardware notes:*

```
; Rev D.11: 6/3/98
; * Removing the "make valid" from the switch on the bottom right
;   ramp. Now, I let the "normal" switch count logic determine valid.

; Rev D.51: 11/11/98  CKSUM 35D5
; * Reworking the drop target system to "fancy fire" the coil up.
;   This is necessary because the target would often bounce up off
;   of the push-up mechanism.
; * Fixing the boggy new duty cyclers by alternating IRQ's between the
;   code for mine & train, and the duty-cycler. I was originally
;   concerned that the mine and train switch watchers would be
;   screwed up by not sampling often enough, but they appear to be
;   working well enough for their purposes. The train is no longer
;   really positionally controlled anymore, so I don't really care
;   if I miss an edge here-n-there. Additionally, the mine has
;   a wide enough encoder slot that it shouldn't make a difference
;   anymore. The original code for the mine was written for a very
;   fast positional encoder.
; <NOTE> the changes made to the duty cycler are now propagated into
;   the test fixture ROM for trying out on a myriad of test figures.

; Rev 1.00: 01/11/99  CKSUM DA10 (8Megabit Image)
; * Added the knocker coil drive to #7 (there is no knocker
;   attached - this merely allows an operator to attach a meter
;   to this drive and log replays).

; Rev 1.20: 02/06/99  CKSUM 8112 (8Megabit Image)
; * FIX FOR THE NEW TYPE OF R. LOOP ROLLOVER SWITCH:
;   DESCRIPTION OF THE PROBLEM:
;   When bart fires his coil, he will tickle the top reed switch
```



```

; and cause false triggers; the player will be credited with
; right loop shots when he hasn't made any.
;
; DESCRIPTION OF FIX:
; Keep track of a count of balls that have gone past
; this switch. Each time see the switch is seen,
; in the "counter-clockwise" direction, a count is incremented
; (to a maximum of only 1 allowed in non-multiball conditions).
; If no ball is seen at the upper switch, this count is cleared
; after a short fixed time to make sure to handle rollbacks
; acceptably.
;
; At the loop top switch, if there is a non-zero count of
; balls from the bottom right switch, then the count is
; decremented and the loop award(s) are given.
;

; Rev 1.30: 04/24/99 CKSUM 9013 (8Megabit Image)
; * Reworked the "patch" that bypassed the right loop logic
; when bart's head fires. Pulled the previous rev of the
; loop code back out of VCS and changed the switch to
; be debounced for a small amount of time just before &
; after Bart's head fires.

```

### *Release notes of interest:*

Looks like this was in development 18 months to v1.0, with another 3 months of fixes

```

; REV D.0:
; Serious game development start: 7/31/97. Unreleased.

; REV D.01: 5/22/98
; First version of software put at the bottom of the stairs for
; internal test.

; Rev D.04: 5/26/98
; FREE ONLY Internal Test: 5/26/98
; * Adding some sleeps at the start of Polly Peril backy to debog a bit

; Rev D.07: 5/31/98
; * Changed the polly peril rules:
;   - Made polly finish once you've completed the necessary shots
;   - Made each outside ramp shot also pause the timer a bit
;   - Made the rules have a single award whose difficulty is
;     set by an adjustment.
; * Added dots to the "completion" of polly peril

; Rev D.10: 6/2/98
; * Turned off FREE_ONLY to produce a pay-for-playable ROM for
; field testing. Woah.

; Rev D.15: 6/14/98 CKSUM F7D1
; * Adding more phrases to the quickdraw nag to make it less
; redundant.

```

```
; Rev D.20: 6/24/98  CKSUM 38D2
; * Framework for HI NOON roughed in.
; * High noon stubbed out to make a play-for-play ROM until High Noon is
done.

; Rev D.21: 6/26/98  CKSUM 8AD2
; * Continuing work on the High Noon multiball.  It's playable now.
;   Still needs all of its choreography and shows, but it plays fine.

; Rev D.30: 7/27/98  CKSUM 06D3
; * Changed BART rules:
;   - Bart is introduced before you can hit him
;   - Once bart is killed, you must go into the saloon to fight
;     him again (qualify him).
; * Added Bart taunting when the ball exits the jets (assuming no multiball)

; Rev 1.00: 01/11/99  CKSUM DA10 (8Megabit Image)
; * Added an explanation to the start of High Noon to help
;   convey the rules/parameters more.
```

## Appendix C: Market Research

### Summary of Fireside chat at Pinball Expo

The second Fireside Chat featured three members of the design team for Cactus Canyon, namely (left to right below) Tom Kopera, Matt Coriale and Rob Berry.

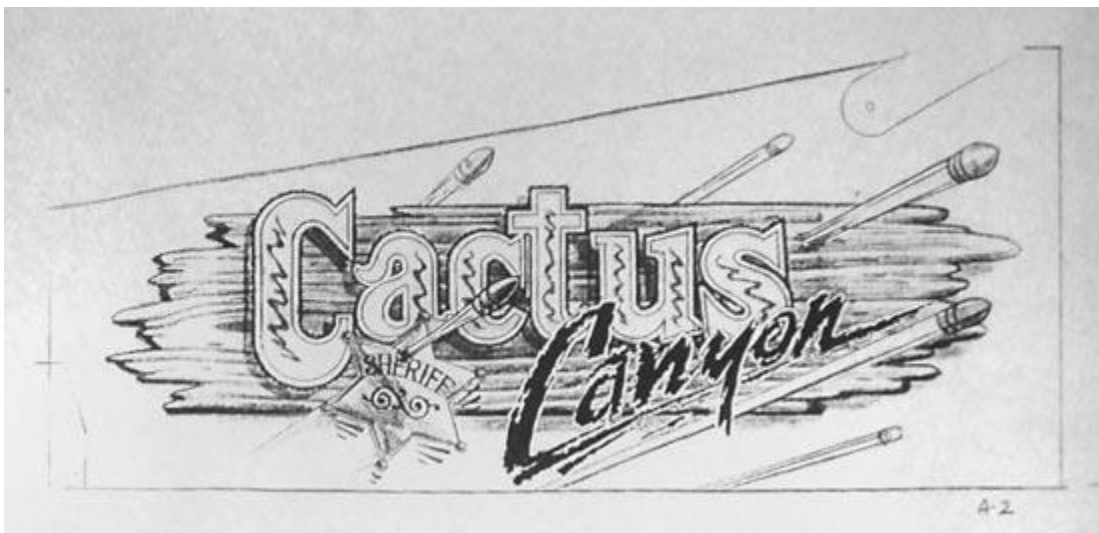


Gary Flower introduced Tom and Matt (Rob arrived shortly after) and explained how Cactus Canyon was a historically interesting game because it was both the last WPC game build by Williams before they changed to the Pinball 2000 system, but also because of the way the design team was chosen.

Matt began by showing some pictures from the making of the game, starting with this shot of some members of the design team - Matt, Tom, Rob and artist John Youssi.



He went on to explain how the game was begun without a formal design team in place, so the art, the music and dot matrix animations were all done as favours with the hope the design might be picked up and used by the company for their final WPC game.



He said the initial feel of the game was old fashioned and cheesy which wasn't the look he wanted for a 1990's game, so they junked that idea and moved on to the next one.



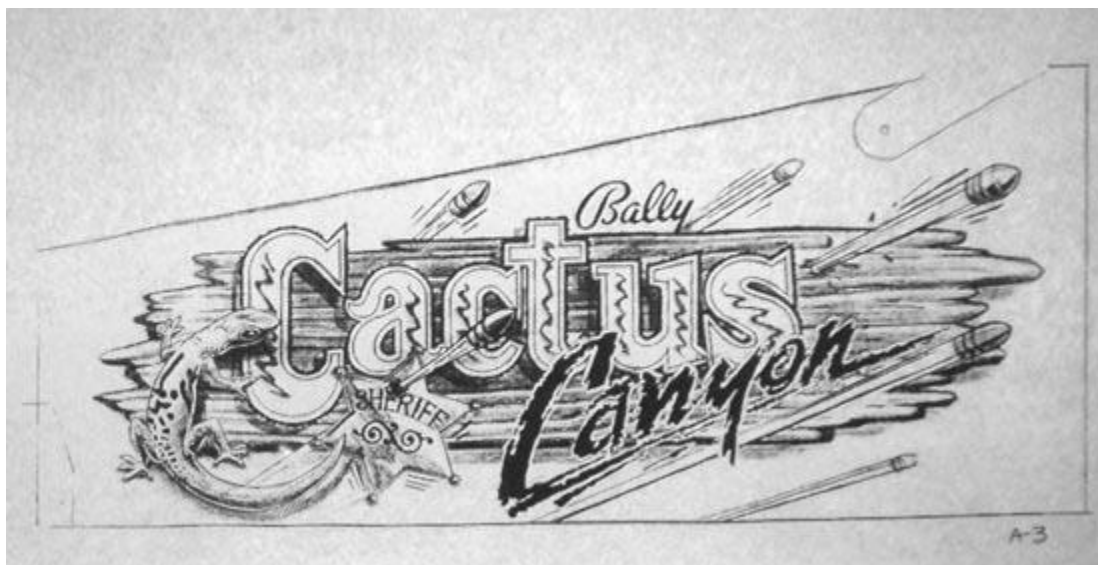
Tom said they had the title and theme for the game decided very early on, some time before the opportunity to make it actually arose. He and Matt knew they wanted to make a pinball game together despite the fact Matt was working for WMS Gaming at that time, so they were at Matt's house discussing game ideas and features when Matt's wife came up with the name Cactus Canyon which immediately pointed them in the direction of the Wild West.

Gary asked why they were not doing this work at Williams, instead of at Matt's house. Tom replied saying Williams were looking for a new design team but he and Matt were not officially a design team, so they were working on their idea in the background so they could present it to Williams management and ask to be considered for the positions.

They said they didn't choose a licensed theme because they wanted the freedom to express themselves through the game and feared a licence would be too restrictive. Also, there was only a limited amount of time to put their idea together - based on their knowledge of the production schedule - so trying to get licensor approval at every stage would only have hampered their workflow.

Rob got on board quite early on, as Tom and Matt said they needed a feel-good tune for the game while they were working on the whitewood and they also needed to discuss the game's characters and their vocal expressions. Rob discussed the characters with John Youssi and between then they came up with the visual and audible personalities who would appear in the game. Rob explained how there were three people voicing the male characters and two for the female. He was one of the male voices and did the town drunk.

One feature Matt wanted to include in the artwork was a lizard. He had a t-shirt featuring the reptile and thought they were cool, so tried to get one included in every new version of the art as you can see below.



It still wasn't the look they wanted, but John's next version gave the game the atmosphere and feel they were after - something modern with a little silliness but not goofy.



That, in turn, led to this cabinet side art.

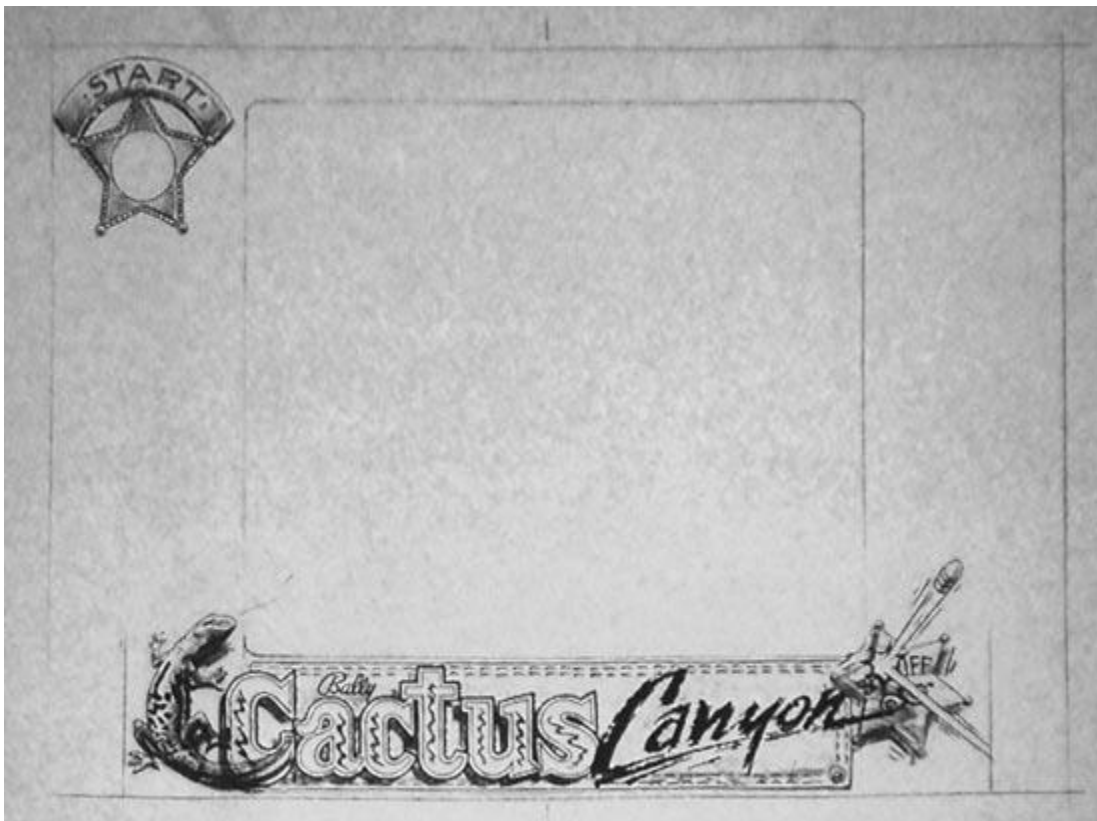


But there was no lizard, so it reappeared in John's next colour 18" pencil sketch version.



Matt said he's never worked with anyone, in any field, who's as talented as John at just coming up with ideas and remember, this was all just a favour so far.

Here is the pencil sketch for the front artwork.

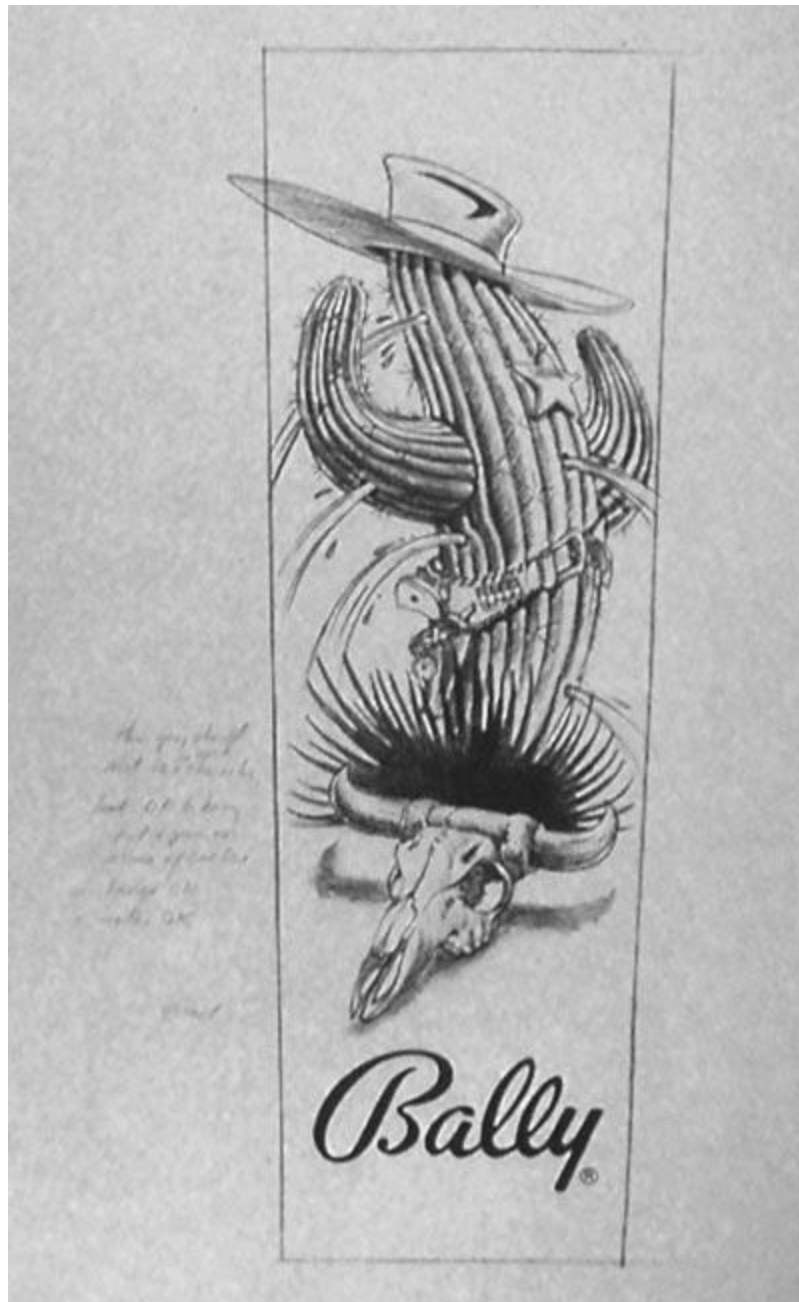


and the coloured version.



The backbox side art changed significantly with the addition of the "Help wanted" posters turning from this:

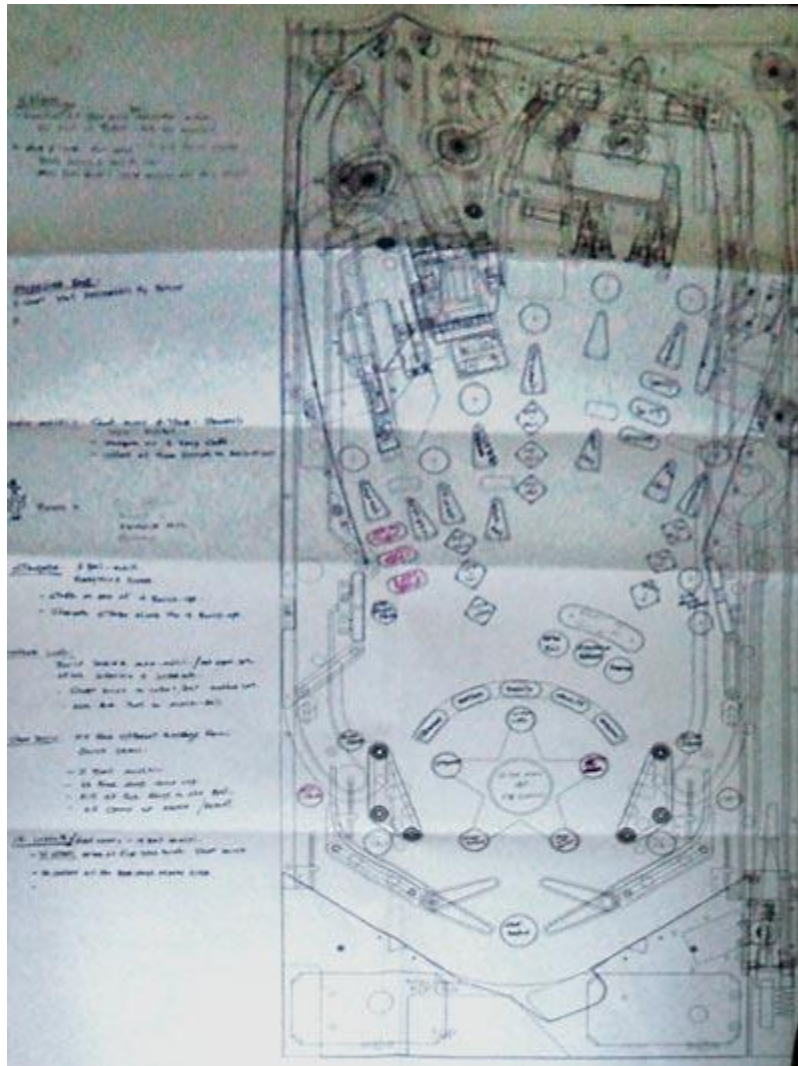




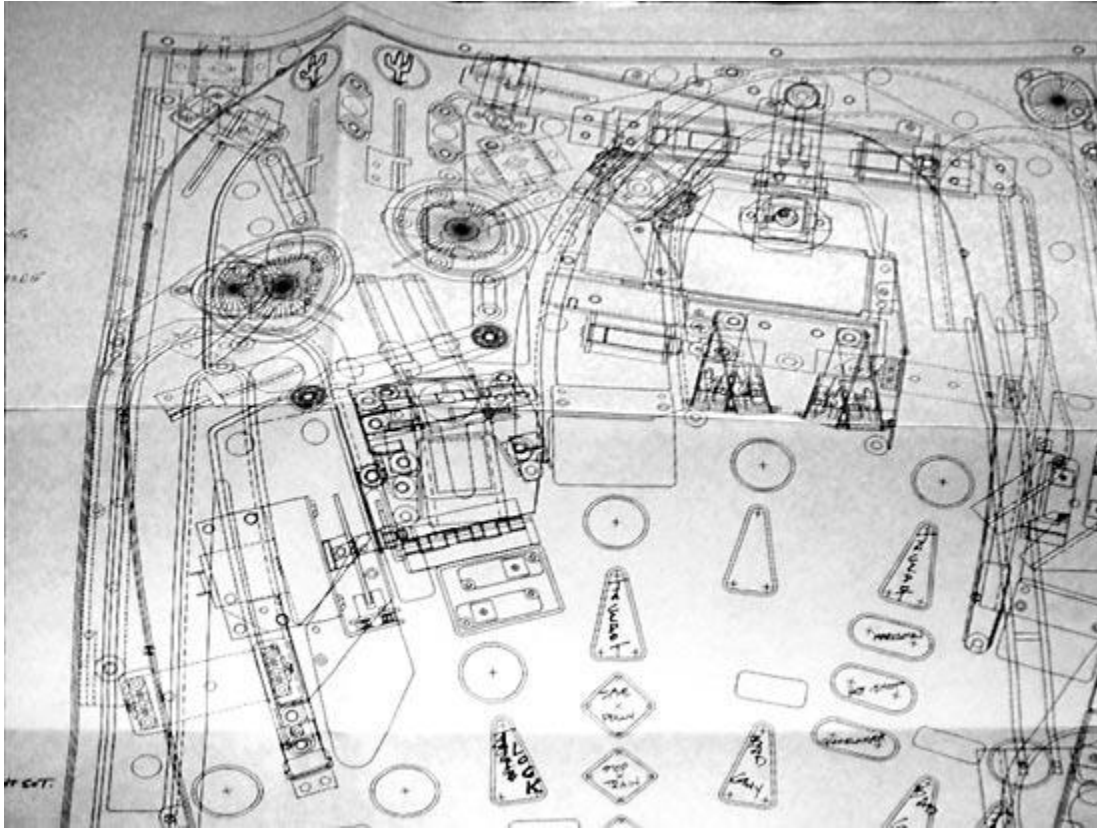
to this:



Moving on from the artwork, Tom showed a picture of the whitewood playfield CAD drawing.



He said the rules were starting to be fleshed out with notes written in the margin and inserts labeled. The next image was of a part of the playfield which underwent some important changes before the game reached production.



The drawing shows a set of saloon-type barn doors which guarded the trough at the top of the game. The doors needed to be hit to make them open, revealing the shot through. They had built a mechanism to achieve this but the design changed and they were dropped.

There was also a large centre ramp which they fought long and hard to keep but ultimately couldn't get it to work correctly.

Other than those changes, they said the final product and the whitewood were really quite similar.

Moving on to the prototype hand grips for the guns on the bottom arch, Tom said Dave Link did all the sculptures for the game including these handles. The centre one is hand painted.



The image below shows the beer mugs Dave created.



While these are the original designs.





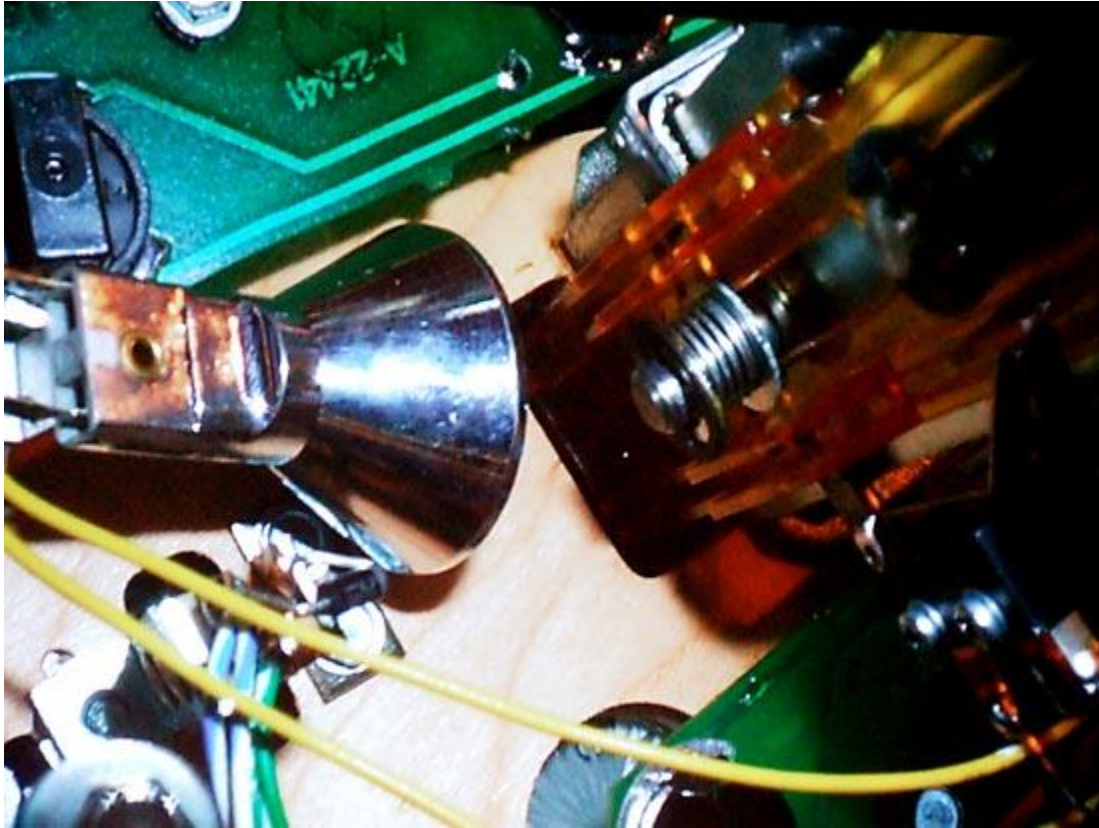
It was intended for the beer mugs to fall backwards when hit until they were all reset, but they were so small they didn't have the visual impact intended, so that idea was dropped and they were put on rods like the frogs in Scared Stiff and designed so they could hit the playfield glass if hit hard enough.

Matt then showed the original artwork intended for the bad guy drop targets.



He said they look absolutely fantastic on a whitewood playfield with no artwork behind them. But on a full painted playfield they simply didn't stand out.

But even this wasn't their original idea for the drops. First of all, they were to be made out of clear yellow plastic and illuminated from below the playfield like this:



The problem here was with the clear polycarbonate material used to make the drop targets. It simply wasn't strong enough and kept cracking when hit with the ball. They tried different compounds and a different design because they really wanted them to glow but couldn't get a reliable mechanism, so they reverted to the standard black nylon variety. Tom said with advances in plastics since then, they could probably find a suitable material today to make the drop targets strong enough.

Each game was to be fitted with a special collector plaque. These were the colour samples made before they decided on the final finish.





Each plaque was individually numbered from 1 through to 925 as that was the planned production run. They were made on anodised aluminium which was then sanded to highlight the lettering.

The black version was rejected as it was too easily damaged and marked, making it difficult to produce. The bottom right version looked good but suffered similar problems to the black, so ultimately they were all made in the top right gold finish.

Unfortunately, the plaques were late arriving at the factory so by the time they turned up many of the games had already been made and shipped. The plaques were then sent separately but in some cases the distributors didn't forward them to the buyers.

Martin Weist spoke from the audience to recount a tale about how the big European distributor Nova received around 300 plaques for the games they bought but didn't know what to do with them so they just threw them in the trash. Through a stroke of good luck, someone was able to recover them from the trash and now has them available to any European buyers who never received theirs.

Returning to the formation of the team and the way the project began, Tom explained how he and Matt were working on the game in secret and the only person who knew

about it was Matt's boss at WMS Gaming because he suddenly wasn't allowed in Matt's office any more as that was where the development game was kept.

When they began development they thought the vacancy was for an additional team since production runs had become shorter as sales fell and more teams were needed to keep generating new games for the production line.

They told the Williams management how they wanted to be considered for the design team position and brought them to Matt's office to try out their game. Others were also vying for the positions - such as Mark Weyna, Scott Slomiany, Pete Piotrowski and Doug Watson - but Tom and Matt were the only ones with a whitewood to show.

So to make things fair, the other design teams were given three weeks to put together a whitewood of their designs for consideration using whatever parts and tooling they could find or get made in the model shop in the time available.

Once everyone had a playable whitewood, the management tried them all out and chose Matt and Tom's game as the one to be developed. As time went on it became clear this would in fact be the last dot matrix game for Williams and very probably the only game the team would get to produce.





Rob spoke about his work prior to getting involved with Matt and Tom. He'd been with Williams for about a year and worked on the earlier Circus Voltaire game. Before that he'd worked in the advertising industry where he met a number of voice artists and musicians which were being used more and more in both amusement and gaming machines.

Matt and Tom both said when they moved to the new Williams factory in Waukegan from N California Ave in Chicago, they no longer walked past the production line on the way in to work, on the way home or when going out for lunch. Previously, when passing the line they would talk to the supervisor and maybe spot some problems or quality issue on the games which they could address immediately. But that was lost in the new facility.

Once the game was in production, each of the three of them went in different directions. Rob stayed with Williams and is now Lead Composer in charge of six other composers at WMS Gaming where they are making gaming machines in surround sound in conjunction with Bose at the WMS Technology Campus at 3401 N California Ave.



Matt said his first daughter was born around the time Cactus Canyon was going into production so his priorities changed. He is now working for Lexmark as manager of a group of software and hardware designers.



Tom moved across to Midway Games as Mechanical Engineering Manager for their coin-op games such as Hydro Thunder. He stayed there for a few of years before returning to WMS Gaming to set up their topbox studio - the toppers which go on the top of their slot machines - managing 15 engineers until he left about a month before Expo.

Matt said he had no involvement in Pinball 2000, but Tom did and Rob did the music for Pat Lawlor's unreleased Wizard Blocks game. Tom explained how Wizard Blocks got as far as the MEL - the Mechanical & Excellence Lab. Fifteen prototype games were built after the whitewood stage and sent to the lab for testing.

Asked if there were any features he'd wished he could have included, Matt replied how of course there were a few frustrations but he's incredibly proud of the game and of all the design team he's worked with, this was his favourite as everyone was treated as equals and got along really well with everyone else. So he doesn't have any regrets about what they produced but the ruleset is fairly shallow and never got the time to be finished. That means, he continued, a reasonably good player will see the end of the game much earlier than they should.

But when asked if the software on his home game is the same software publicly available, Matt became rather more cagey and suggested there might be a more complete version available. What code there might be, he said, is not his property and

it's not his place to distribute it. Subsequently, though, Wayne Gillard who bought the rights to the code has said he will be happy to make any new software publicly available through the pinball.com website if Matt chooses to give it to him.

Asked what games they own at home, Rob said he has the two games he worked on that went into production - Circus Voltaire and Cactus Canyon. Matt has 2 Corvettes, a Johnny Mnemonic, an NBA Fastbreak, a Stern Playboy, Cactus Canyon, a 39" Hydro Thunder and a Galaga. Tom said the first game he bought was a High Speed when he got out of college, World Cup Soccer, No Fear, Dirty Harry, Jackbot, Getaway, Cactus Canyon, Flash, Getaway, Corvette, Safecracker and a couple of video games. He said the first games he enjoyed were mainly by Pat Lawlor and Steve Ritchie such as Black Knight and Earthshaker which he still hopes to get along with Funhouse.

Rob said the team definitely put him through his paces for Cactus Canyon and they put a lot of time into it making many different versions of the various tunes - including fifteen versions of the Showdown theme - but had a lot of fun and laughter during the recording sessions.

Rob also spoke about the intended Bionic Bart feature which never made it into the final software. He said they had lots of good ideas, music and sounds for the mode, worked out the dots to show a Terminator-esque Bart but sadly never had the time to fully implement it.

Matt explained how the scorecard was made before the rules were finished and the initial attempt to implement the Bionic Bart rules didn't work well so they took it out until they could spend more time on it - which never happened - and the scorecard reference to the mode was never removed. There was never serious consideration of a video mode as nobody in the team is a fan of them and they didn't have a great idea to turn into a video mode. Matt said he wrote the video mode for Star Trek The Next Generation which he thought pretty cool but all the time the ball is locked waiting for the video mode to end, the ball time is increasing which is something any designer has to keep under control by reducing it elsewhere and making the game harder.

Martin commented from the audience how visitors who play his Cactus Canyon ask him why all the characters appear to be drunk? Rob said there were plenty of quotes for the town drunk - so many that they had to remove some of them - and one of the other characters may sound a little slurred but it's probably just that the town drunk's quotes are the most memorable.

And that concluded the fireside chat with the Cactus Canyon team.

<http://www.pinballnews.com/shows/expo2006/index8.html>

Whitewood

<https://pinside.com/pinball/forum/topic/rare-cactus-canyon-development-whitewood-complete>

I got my hands on something pretty rare and unique I think. I have a development/prototype whitewood for [Cactus Canyon](#). From what I understand 3-4 of these were built for development of the game. How this one survived (as they're usually destroyed I believe) I have no idea. I just know it's been sitting in storage for probably the past 13-14 years. I only have the playfield but it appears to be fully populated, with both wiring harnesses intact. It's a little dirty/dusty but only one small plastic appears to be damaged. I'm hoping to plug it into a mule cabinet in the next week or two and see if it works. The most interesting thing appears to be the presence of a feature that was removed during development and never made it to production. Per an article on pinballnews.com where the game designers were talking about an early CAD of the game...

"The drawing shows a set of saloon-type barn doors which guarded the trough at the top of the game. The doors needed to be hit to make them open, revealing the shot through. They had built a mechanism to achieve this but the design changed and they were dropped."

I have no idea if they left the code for the doors in the game and unfortunately there are no actual plastic doors (and I'm not sure if they ever prototyped any) but the mechanism appears to be fully intact and wired up. I'll post a lot more pics as I clean it up and see if I can get it running but the only other dev whitewood I've ever seen is the [Cirque Voltaire](#) one that I believe the guy who did the sound owns and brings out to shows occasionally.















You know looking at this, I think maybe this was the alternative to a moving bart. This board doesn't look like the bart has a moving hat.

Maybe they intended you to break the doors down, and then shoot bart, rather than take "x" amount of shots at him. pretty neat.

## *Comments on IPDB*

Cactus Canyon

Average User Rating: 7.98 / 10

with 124 ratings and 80 comments

Art: 8.09 / 10

Audio: 8.04 / 10

Playfield: 8.02 / 10

Game Play: 7.87 / 10

Classic.

This is a game that I was only able to play once... but I loved it. I wish I could buy one.

The audio and music all super great. You hit a target and the sound is spot on to what you would expect it to sound like (a whip cracking or gun shot).

I love hitting the little cowboy in the back. I actually wanted to pump more money into it and hit him again, but I had to go.

You get a little feverish when the train is going across the play field and you try to accomplish your goals. I've never played anything like that before. Love it as much as "IT's" hand in Adams Family.

I'm a sci-fi nut.... but this game is so much fun that I forget about how much I don't care for westerns. LOVE THIS GAME!

The pretty game gets the first quarter... but this one gets all the rest.

I like this game, but I don't love it. Price tags don't guarantee fun. It is a fun game with good sound and a great theme, but so is judge dredd..... at 1/3 the cost. I own both.

It's not a bad game. Because it's got such a low production number it's a collectors piece but does that make its ratings better? I don't think so, it's slightly above average but there are so many better titles and you'd really have to like the theme to spend the kind of money this game commands

really didn't need the pistols blocking the view on the lower play field --- ruined the game

Cactus Canyon is a very nice game. Lot of shots and the bad guys targets on playfield are really funny. Imo better then the mm-trolls. I love the western theme and with leds the game looks awesome. Only the code is the big minus in the game... not really deep and repetitive.

So if you run Cactus Canyon Continued (CCC) from epthegeek with a Proc board - the game is 10.

Extremly deep and a lot of modes. With a Color LCD nice to look. You won't regret it!

I will never fallback to CC if i can play CCC :)

Incomplete software ruins this pin

I played this one in Las Vegas at the PHOF. I was really excited to see it, but after a few games it got old fast. My mom really liked it so maybe it is a better game for beginners. I found it really easy compared to the other machines in the PHOF.

Art: The artwork is well done, it does a nice job of capturing the western theme. The biggest issue I have with the artwork is that the guns block the playfield. It is really distracting trying to track the ball. It wouldn't be so bad if there was any point to them. I wish they would have made them more like the Demolition Man guns and put them on top of the machine.

Audio: Sound is well done, the Bart voice is entertaining and the music isn't bad.

Play: There is a lot to shoot at on the playfield. Most of the shots are really easy to hit unfortunately. The mineshaft is about the only shot I found challenging. The gunfight where you have to hit the targets is fun and a nice touch. Multiball wasn't much fun. The train is very disappointing.

Overall: Maybe I would have had more fun with this machine if I wasn't playing so many great games at the PHOF. CC was the only machine I left credits on so I could play something else. Definitely play before you spend \$10k on one.

Pat Lawlor fails again. Cowboys are not for me and the art, sound and gameplay lack passion. The interruption style that PL seems to love ruins what is already an unappealing theme. The guns not working as a toy is just an insult.

Very rare machine to find out and about. If you do...play it! Tons of fun! The plastic guns block line of site in flipper lanes but other than that great well designed machine

I finally had a chance to play this one and loved it. It is very player friendly with great playfield design with awesome shots and game play modes. Too bad so few copies were manufactured resulting in



such limited availability because I would like to play it more often than whenever I can get to Vegas.

This is just like Medieval Madness , one of the best pinballs ever made !! Love this game !!

This table is below average to me. The art and sound is just okay. The objectives and layout is cluttered. I get bored easily playing this table.

A very funny game, better than i previously thought! I specially like the showdown and the many multiballs it offers! The best thing in this game is the sound!! Lock is lit, and so am i))= being a russian makes me appreciate that kind of humor even more. I would like to love the drop targets on this game, but, they could be a little more beautiful than they already are. I would give this a 10 in playrating if it had better software, like a bart multiball! Sadly, this was WMS last DMD game, because if it would be finished, it could have been just as popular as MM or AFM!

Cactus Canyon is in my personal top five and is one of the most fun games I've ever played. The theme is brilliantly integrated with the playfield being a model of an old west town. There's a good variety of shots that all feel great and the drop targets that pop up during gunfights and quickdraws are just too much fun. I love the sound package and I think the voice calls are among the best. Cactus has a rule set very similar to Attack From Mars but it is easier. I've heard people complain that it's too easy but I love it the way it is.

I bought one last year and sold it one month later, heavily overrated. It is a good game at its best. For that kind of money you can buy at least 3 better machines.

More racial/ethnic stereotyping in pinball games!

I love this game especially now with the Ccc update

A great play!

Cactus Canyon, the best pinball machine I've played. Generally, I like the western theme and western movies. Sergio Leone's The Good, The Bad And The Ugly comes always to my mind when I'm playing Cactus Canyon. The idea is just great, you arrive as a stranger to little town called

Cactus Canyon maybe in 1880 or something like that. The town is lacking a sheriff and the mayor of Cactus Canyon is looking for a new sheriff. The previous sheriffs are all laying in the Cactus Canyon cemetery. When you win a gunfight which is really awesome feature in this game, you get a promotion. So from stranger you can get to partner, then deputy then sheriff and then marshall. The higher your rank is, the more points you get when you shoot bad guys in Cactus Canyon. And if you are good enough to get to the final O.K. Corral battle and you are marshall, you get more points if you shoot all the bad guys in that final battle. If you are example only sheriff, you don't get that much points. Everything is great in this game, the shots to ramps and orbits, to bad guy drop targets, sounds are great, everything. When you shoot a bad guy, the mayor of Cactus Canyon will award you and you must pick the award from saloon. Nice! The only thing I'm missing is match sequence animation and video mode. But otherwise, it's the best pinball I've played. You just get the feeling you are in the wild west when you are playing this sweetie. I'm lucky enough to get to buy this game in a couple of weeks time or something like that. It's a keepie. I love the bad guy drop targets with every inch of my heart =)

For all Western Fans.

Sad that it's seems not finished (poor video animation, playfield little bit empty).

We all know why..

Could be the best pinball ever if Bally had time and money to finish it correctly.

Just got back from Vegas phof, played everything but the only table my girlfriend really enjoyed was Cactus Canyon, I had a go too and it was awesome! It's the only one she wanted to play.

Really really fun game with no mentionable flaws, artwork could have maybe been slightly better.

I absolutely love this pinball, from the art to the playfield toys it's all really well designed. The rules are simple enough and easy to follow with enough mission to keep you busy. The playfield has amazing toys some good shots a few hard ramps plus drop targets that keep you on your toes over a good flowing playfield with interactive toys! need I say more? The toy train that you need to stop is a really cool feature and really hard to save Sally from off the train (hit the side ramps 5 time or up the middle to stall the train). Gold mine multiball is challenging enough to get... "Lock is lit and so am I" LOL, the audio is humours and fits perfectly with the theme. Theres nothing I would really change on this one it's a original theme that will keep you coming back for more.

Musica impresionante, puro oeste, muy buen diseño.

Amazing!!!!!!!

It was the last DMD Williams/Bally pinball to be made and they did a great job of it. Art- This is a great looking game another example of how good John Youssi is. Audio- Well themed to the game the music is good and the voices are funny. Playfield- Lots of stuff to shoot for and although it's no very difficult it fun to play and that is what is important. Game Play- I know it wasn't finished but it's still a fun game with lots of toys, The Bad Guy drop targets are cool it's a surprise that in this period they had the money to include them. Ok it won't win any bang for your buck award because of its high price tag but with such limited numbers made I can understand to reason for the price.

This is a good game, not a Great game but a good game. Enjoyable gameplay but gets stale pretty quick. Very collectable.

A fantastic machine! Your extremely lucky if you ever get to own one! It's a shame the production was cut short - especially as the Pinball 2000 tables weren't anywhere near as good. The drop targets on the playfield are nice, and the toys are really sweet. Rulesheet isn't particularly deep, but that doesn't detract from the excitement of this game. Match sequence is a bit disappointing, but otherwise one of the greatest Pinball machines ever made. Not Top 20? I guess some people just don't appreciate it the way i do.

Yeah, the best pinball I have played!

Great Fun Very Limited Production Numbers Will Always Be Very Collectable Machine. Keeps You Coming Back

This game just isn't fun to play. Don't understand the collector's desire for it.

Wow! Williams really went out with a bang.

The ruleset is really great. Several combo shots, combo shots in multi-ball, very lord of the ring-ish in this fashion. Love the speech :)

Over rated. Might as well get a video game. Not enough skill shots. Creates caperal tunnel syndrome by insanely long game play. Good for little children who like meaningless features and no skill to play.

This is a really good machine with the sides offering you a way to make some great saves with shaking and nudging. Something that is foremost in my rating of a game in the "playability" department and this machine really delivers. Also has some humor in it that is a real bonus. Too bad there isn't any "on playfield" specials but even so, the only thing that detracts from it, is its cost. But unlike other "pricey" games like Medieval Madness for instance, this game warrants the cost, at least to some degree anyway. The gun fight is a gas and offers some exciting action for the player. I wouldn't mind owning one of these but between the cost and the room this isn't likely to happen. But thank you anyway for reading my comments, "You don't think I see you but I doooooo".

Overall good game with some fun and original ideas, like the droptargets in the middle of the playfield. Not bad for the last WPC out there.

Great game, glad I gave it second chance.

Play flows and the theme is unique. The bad guy shot is the coolest. Entertaining from the first ball to finish

A good Pinball!

Art is very cool, audio is great, the playfield has some very nice features and it plays like Medieval Madness. (fast and not too hard.)

Not gonna even try do a deep analysis. It's like eating a cactus. I tried to like this many times, but no. This game has nothing that keeps me interested. If I you want something deep (and I don't mean deep rules!!!) I can say that many pinball games are the same. You got some flippers, ramps, holes, targets or drop targets where to shoot. Then comes the soul of the game which is the music/sound and the art. This game doesn't have any kind of soul. I have tried to like this, but there is absolutely nothing there to like about. This is just my opinion and some of you may disagree, but we all agree this game is far too expensive. There are a lot of games out there that are better and a LOT cheaper!

-Punballer

p.s. I hate drop targets in this game with every inch of my pinball heart!

BEST GAME EVER !!!

Great fun and sought-after but not by me. The guns are awesome but block the view and the translite is average. Good design and build. Not my favourite Bally pinnie.

I played this game at an expo awhile back and enjoyed it, although the video mode is pretty lame.

This is a really fun game to play, but the video mode is just horrendous. Who came up with the idea of moving a spittoon to catch peoples' spit? That's just gross. The quick draw feature is innovative and fun.

Cactus Canyon looks classic and is fun to play. The six-shooters under the glass are cool, and the toys fit the theme nicely. Audio is ok and the lighting is good. Many machines are more enjoyable than Cactus Canyon but they look good.

I think this pinball features all we can expect from a pinball : a lot of fun an hours of pleasure to spend playing with it. For sure it is expensive and for the price to pay you can have two (or more) very good pinballs, but must remember there were only 900 produced. I'll keep this one like a treasure !

Rare, but not great. for the current price of this pinny you could buy 3 far better pinnys and still have money left for beer and pi

nice game!dont understand why its not up there in the top 10? it is a little easy like they say!but overall i would recommend that game to anybody! great fun for the whole family, a bit expensive! but got a good deal on it!so ill enjoy it in the collection! a new software would be nice to complete this beauty!i wish they still made games like these! maybe one day.

Great playfield toys.

good game, but it's a little easy, you have to adjust the presets and the outlanes to hard and fully open to get a decent game. i do like the p/f layout but CC is way too much money.there are some nice touches and some great features,but, too many bugs in the software.....



I've really tried to like this game, and gone back to play it a number of times, but I just can't get into it - it's boring. I was looking for something to put next to my TAFG, and this was an obvious choice, but honestly, for the dollars, is just not worth it if you're not going to play it. Playfield is very pretty, plenty of sound bites to keep one amused, but the train gimmick just didn't do it for me. I couldn't see what the fuss was about, so I decided not to make a purchase on this one.

i love this pin!

Cactus Canyon takes a lot of heat, mostly from pinball snobs who want a rule-set so deep that to complete everything on a game you have to play for hours. CC has what is most important in a pinball machine, FUN!!! I, like everyone else, wishes they had spent the time to finish the software, and there are lots little things in the code to nitpick, but they also had some brilliant ideas on this game, that can't be ignored. Unfortunately, because of it's high price tag, it gets criticized for not being the best game ever built. It's just a fun, entertaining pin that happens to have a very special place in pinball history, it's a keeper!

Don't know why this demands sooo much money. Many better choices for way less \$.

This game really didn't capture me the way I was hoping. I thought it was simply average and wonder what all the hoopla is about, other than it's place in time...

I played this rare pin for the first time recently and while it was fairly easy to beat -- I was a lot of fun!!

Fun game but not so funny as MM or TZ.

A sad note for Bally to end their normal pinball production on. Completely over rated game, the only thing preventing it from being a foot note in pin history is that it's the last game produced.

Surely one of the best machnes ever. Any game that can have you smiling and laughing whilst playing is a definite winner. The factory settings are a little easy, but that's no problem if you have access to the coin box, crank them up to hard / extra hard and you have a

fine game on your hands. If you can play this game and not smile, there's something wrong with you.

Great atmosphere, its simply fun. True, a little bit easy.

Easily my favourite game, and really regret selling mine (altho the extra cash the title demands was handy at the time)

This is really a good game. Great sound track, awesome playfield layout, super design. I highly recommend this one.

refreshing different, very nice artwork, great humor, cool sounds but after some time too little variety. The bandit is gorgeous! I sticked photos of faces of my family on the "bad guy" targets. Thats really funny

Well, nearly 10 years post its release I had my first game. Thinking it would be much like a Theatre of Magic or a TOTAN or a Circus Vol, I was pleasantly surprised to find it not like these games. Audio and Art are fantastic. Play, being my first few games, was really good - it seemed to work like a Bally/Williams should. A very nice, ultra rare true collectable.

Cactus is no doubt a fun game to play. The re release of this machine is very slow at best, if you own one, hang on to it.

I came across this website regarding Bally Games(Australia) and it looks like Cactus Canyon is back on the assembly line for a re-release in '07, check this website for an update, It would be great to finally try this one out..

<http://www.thepinballfactory.com/cactus%20re-make/cactus-remake.htm>

the thing that drew me to the game was the artwork; when i first learned the game was from 1998-99, i couldnt believe that a game with such a classic look could have come from this era. i find it ridiculous that this game's production run was cut to accommodate the extremely experimental pinball 2000 format. couldn't they have at least built cactus canyon for the home market if there was no demand for it in the arcades and restaurants? and how then, if they could not afford to produce both, could they afford to stop the production of such a great product for a wild experiment?

I did not understand all the hype on the internet about the game until I actually played it. All I can say is AWESOME. I love the game. It is definitely on my short list (but I will probably never buy it since it carries such a big price tag). It is a shame not more of them were made. If they were reasonably priced, it would be my next purchase. My favorite toy is the train along the ramp, but the bandit losing his cowboy hat and bouncing around is also a cool feature.

I like the machine. Why only a 7 for the play rating? Because it's way too easy for an experienced player and the software feels so unfinished.

A home rom some day could do miracles for me.

Fun game. Have spent many an hour on this machine. A little easy tho .Lovin Goldmine Multiball ! Some great sound effects and humor in this game.

This game is fun to play but becomes "boring" after a short while. I have seen this game go for \$8,000.00 to \$10,000.00 in good shape and I just don't understand it. If they made 5,000 of these instead of 903, this would be just another average game. No big deal!

A great game. Clear objectives which requires you to be precise in your shooting in a short period of time. I think one of the best modes is the shooting out with the outlaw. The capture hole for multiball requires good timing. Lots of targets. They really spent some time laying this one out. Good game flow. One machine I would like to own.

Truly underrated....one of the most fun games out there. A lot of people don't like it because it is a very pricy game--but the gameplay is awesome and the art and sound is great!

The rules on this pin are not as strong as most Bally Williams games but after playing it for awhile you can figure it out. Just make sure all your rollover switches are working properly because each one plays a big part in the game. The quick draws and gun fights are a great part of this game. Also trying to stop the moving train is a fun feature of this game. I do own a Cactus Canyon and do not get tired of playing it. One of my favorites and in my opinion a top 15 pin.

Cactus is not one of the better titles from Bally/Williams from a players standpoint and was the last pinball before pinball 2000 was introduced. If you play you can see why.

If you ever get the chance to buy this machine...do it.

Beautiful game. Great art and sounds. Really like the pop-up drop targets. Overall, gameplay is lacking and while the game is fun, it is not challenging at all. It is one of the few games I have walked away from while playing because I found the gameplay to be so boring. With more work on the ruleset, it could have been a great game, all the potential is there.

very nice and funny game, i like it!!!!

Pretty fun but a bit on the easy side. Not top ten but easily top 20.

### *Comments on Pinside*

Played a bunch of games. Great shots, fun toys, and loved the speech/call outs. Defiantly want one, but major expensive. That said. The one I played was dirty and some lights were out. Most things worked, but sad to see such an expensive machine not taken care of.

I played a version that had a computer installed to run the game. It contained classic and extended mode, I tried both and I have to say that no matter which code you play, this game is a freaking blast. It is one of the few games that still feel modern and it can compete with the very best there is in pinball - great and fluid shots, the rules are nice and it generally is a ton of fun to play! There is so much happening and whenever you shoot the ball somewhere, it feels pretty satisfying. One could argue about the train and the guns, but to be honest - I've seen worse stuff going on in games. The duel is super-cool. JJP's the Hobbit borrowed a bit from that mechanism.

I was lucky to play an extremely well maintained machine which felt very polished and new. If you ever have to opportunity to play this one, you shouldn't miss out!

Even in the continued version it was just ok in my opinion the guns on the lower apron are in the way the train is kinda boring it is a good theme it definitely needs more code don't think I'd spend what they sell for on it

CC is probably one of my favorite games of all time. We play this at Level Up in Downtown Raleigh all the time. Call outs are awesome! Just a really fun game that doesn't get boring. It feels like any shot you make, it will hit something.

Shoot the bad guy!

My rating is based on ccc software. The pin is so much fun, skilled shots, great rules set and get toys. Absolutely love this machine.

Rating it on the original code it's ok, obviously it leaves a lot to be desired. However running it with continued code and it makes all the difference. This game with the continued code is a lot of fun and one of my favorite.

Was wery suprised over this game.Cool and fun to play.

Good shots.And nice animations on the dmd.

Wery rare pin,so it is wery fun to own this classic.This is pinball history.

A must have in a collection,if you can get one.

Play it if you can.Wery nice pin.I like a lot.

The unfinished rouls,is not a problem.

A good one, but not great. . .spoiled that I have one on location close and get t0 play it.

Got a chance to play my brothers home use only Cactus anyon. What a blast.

The continued code made this game sooooooooo much better and I really like the toys. Great theme

I wanted to love this game, but just could not. It is a good game if you like really long ball times. I gave it a good go at an arcade and got bored of it really quickly. I can see why so many people like it though. Theme is different.

This was a game I thought I was really going to like in person (having played and enjoyed it on Pinball Arcade), but I finally got a chance to play the actual game and I was disappointed. It was't bad, but I thought I would like it more and actually started getting bored with it after several games.



Cactus canyon shoots very well and plays smoothly. It's a shame that it was never completed correctly because even as it stands is a pretty sweet game. Theme is cool and what's in the game is very fun.

I own a Cactus Canyon with the 'Continued' code installed. It's an amazing game. It's a basic layout and toys are minimal. There is a moving mine entrance, a bash toy and a train toy. Nothing fancy, but the 'contiuned' code takes it to the next level.

These games are worth a small fortune.

I'm a train buff so therefore I love Cactus Canyon. No two ways about it. I wish they would have finished the code but the continued version is awesome. I'm not the best player but I know what I like. Of all the western themed pins, this and thev1975 El Dorado do it for me. Not an easy game to locate but well worth it if you can. The pop bumper layout isn't as good as I would like. The slingshot doesn't really give the same effect as a third bumper would.

I have never been a fan of cactus canyon I don't think the game has good rules and I just don't like the way it plays but it does have some cool toys and music.

Cactus Canyon has an above average art package and a great theme. The playfield design plays well, but is not original and similar games have been much better in the past. The sound and code were never completed and it shows. The game is too easy and mediocre for a B/W game. By far the best thing about it is the quick draw drop targets. This part of the game is very neat and implimented well. I feel they should have brought out the enemy personalities to draw you in. Something similar to the quality of MM, CP or Capcom's Kingpin. Battling each member of the gang, having them talk to you leading to a final showdown with Bart was a missed opportunity. The backglass characters also is a disconnect as most are missing from the game / dmd animations etc. What we have is a game that was rushed out the door and never finished and it feels like it. No final bionic Bart, random quotes that feel forced and parts with no music at all. This game commands a high price because it's rare, and not because it's a must have pinball masterpiece.

Played this for the first time last weekend, and was the only pin I kept wanting to play again and again. Loved the callouts and unique toys. Somthing different to what I'm used to and I loved it. Hopefully can own one if they re-make it.

Overrated pin. Fun to play but shallow and repetitive overall. The rare factor makes this a game which is higher rates. Still a great game but not top 40

On the good side it is very original and the play is fun and dynamic Super playable and a keeper if u can afford it but not a top 40.

On the plus side it's very flowy and satisfying and tHe sounds and art are top notch

CCC is the way to Go.

I don't like the play field layout, lots of repetitive sounds, and the artwork doesn't do anything for me.

I love cactus canyon, and I'll never part with it...  
...but yeah, they should have finished it. Please someone make a CCEE ROM.

really fun, but in need of code support. Remake with updated code would be great.

Literally the only thing bad about this game is that it is unfinished...the art, layout and sound are all superb and it only lacks in software depth. The theme is great, we'd had awesome Medieval, Alien, Arabian and Circus themes so a Western version of this classic game style was a welcome addition. The toys are great and work well, and the more ramps the merrier as far as I'm concerned! The lastability is a little weak again due to the software, but this game is very rare and very fun all the same! Always love giving it a go at Chief Coffee in London, as you just don't see them around. Drop targets are also fantastic - glad these came back for 24, Ghostbusters, Mustang etc., but they've been used best here!

Full disclosure, My scores are based on a nice CCC. I'll never understand why people complain about the guns blocking the playfield, they hover right over the slingshots and only partially hamper vision to the flipper lanes. No big deal at all as you don't need to see all of these lanes; if the ball is coming down the lane to flipper you should be well aware and skilled enough to time your return shots. In fact I think the guns are actually tactful. Awesome theme, great colors, perfect sounds and nice animations. No too giving on multiballs and it's not a drainer, but not easily mastered either. Well balanced machine and The CCC setup is very sweet; a beautiful machine overall. Will probably keep in my collection forever!

I only had the chance to play this one night, but I fell in love with it! I know it is a very rare machine, and that the code is broken, which would

affect replay value, but I would like to see this pop up in Seattle sometime soon!

Love this game. Just wish there were more of them out there, I've only ever found 1 in the wild. Hopefully they recreate this like they did MM and AFM, would definitely like to buy. Also hopefully they "finish" the game, putting my initials on the high score table, I noticed there was no music playing.

Love this with the continued setup. Theme, shots, humor. All on target!  
Cheers Hombres

Played it at PHOF. Awesome gimmicks, fun game. I don't know if it would be so appealing if it wasn't as rare; I think it would probably fall short in its "lastability"

popular game. I don't get it. played it extensively. still don't get the allure...

Playfield drops are great! Why aren't the GB ones as good?

Great game. Nice original theme. Some great shots and modes.

I think the game is pretty fun. Great theme of being in the wild west. IMHO very difficult (maybe it was the table at Pinball Hall of Fame in Vegas). Still, I enjoyed it.

The CCC Version is an awesome update for CC.  
You got a lot of new sounds, modes, dmd animation and stuff. Love the AvC mode - which is well integrated.

The game is now perfect for me. Far better than normal CC.

- + music and call outs
- + a lot of new modes
- + dmd animations
- + theme
- + cool layout with the Bad guys standup targets
  
- a bit repetitive
- bashtoy "Bart" is o.k but not special

this game is not for me easy and fast boring play was good at the time but today's more exciting games

What a fun game! I hope they make a remake of it. Nice artwork and lots of cool shots. I love how the hat flies up when I hit the outlaw or the foam on

the beer. The gun fight is cool when the targets of the bad guys pop out of the field. Overall the machine is pretty easy but very entertaining. The one I played had the 2 guns in the lower playfield which are blocking the view. I thought to myself, what a stupid mod. But looking at pictures it seems to be part of the game. That's why I rated "lighting" only as a 2/6. Why you would want to block the view of the ball near the flippers is beyond me.

I am rating this with also Cactus Canyon extended installed.

I am addicted to this game!

Both classic and extended are awesome.

Pros:

great music

funny callouts

I like the theme but this is personal taste

Lovely flow and layout. Easy to play

Stand up targets are epic. Love shooting the bad guys

The extended version adds much more modes, multiballs etc. So if you get bored by the regular version you can play this.

Drunk multiball, the extra polly missions and the colorDMD implementation are done very, very well!

On top of this there are a bunch of cool extra's like several party modes. This is epic! Switched flippers or reversed flippers. Awesome fun with friends.

Cons:

-Can be easy and perhaps boring if you only have the normal version

Great original theme, the rules need finishing, great shots, hard game to master

I had a good chance to play multiple games on this machine during my last trip to the Pinball Hall of Fame. I can't speak to it's lastability, but in terms of fun this game is right up there. Each shot felt very rewarding with some type a physical movement for completing a shot. For some reason, I really enjoy little details like the beer glass moving after striking the target.

Here is one of those simple layout games that just begs to be played over and over again. I am by far not a fan of old west themes, but this one had to be in my collection. Why? Because it's fun! Plain and simple. The flow is spot on, the jackpots aplenty (similar to medieval madness and monster madness) make me feel like I'm on top of the world, and the callouts are hilarious and seem to never get old. Add in the fact of the drop target shootouts being one of the most amazing things put in a game, alongside 3 other fantastically implemented toys that scream "hit me" and you've got a sure fire winner.

The art package is stellar, and the colors are pure pinball heaven...with my only gripe being the somewhat barren backglass art. It's not bad so to speak,

just not really in the same league as something like EATPM or Mystery Castle, which are two of my faves. I love the art in the very back of the playfield and on the back wall. Vivid, and perfectly lit!

Many will say that the software is a big miss since it wasn't fully completed... but it really isn't that big of an issue to me. I haven't found any real noticeable bugs, and the only part I wish had been fully finished would be during match and while entering initials. I do wish it had more depth with some of the rules, but I'll just upgrade it to Cactus Canyon Continued and call it good if it ever truly eats at me.

Yes, I agree it's super expensive for being such a simple game, but the value of something like this is always based on collectability, and this one truly is mega collectable due to it's very limited run and the fact that it really is Bally/Williams last game (I don't count Pinball 2000 as it just never resonated with me). I never thought I'd even come close to getting one of these games due to price, but once you get to a point of collecting games, you always find a way as I've found out.

In conclusion I'd say you gotta try this game out if you haven't already (and Pinball Arcade doesn't really count as it's just not the same feel). It's one of the pure and simple "fun" games in the world of pinball that I wish WMS would have never given up on.

Finally had a chance to play one. I really enjoyed it. If they were not so expensive I would definitely try to pick one up. Solid game.

Fun pin to play and the comedy never gets old. Would be good to find one that is reasonably priced though.

Decent game with cool theme, not deep enough to own especially at the crazy prices asked.

hard to find one but when you play it, it is very fun... shooting the pop up targets bad guys takes skill, fun..mine shaft, train bad guy, get to high noon, love it..too bad they didnt make more, easy rules easy to learn .i wish i could afford one!! i did find myself getting tierd of it after getting replays over and over .ive only played it three times at three diffrent locations had a blast everytime...holy grail? no, over priced yea but since there are only 903 made very rare to find and play one... it is a great machine and a keeper for that reason...very fun, very nice western theme im so happy to have played c.c ill play it again if i find one. you got to play it once to do the holy grail!

I put a perfect note 10/10. I explain, now my CC converted in CCEE all in LED+ mug beer LED, alien strobe, shaker motor and stereo audio with 3D sound effect. Programming upgraded now the game is more deeper + animation, sound and music added but remains simple to understand. WPC95 + cowboy title + the return of the drop target in addition randomized it's simply the best mixed. Now, this title is completed can be appreciated at his real value.



Cactus Canyon certainly has a mystique to it. It's rare, has a great layout, and is full of toys. Western themes aren't for me, maybe I would like CC more if they were.

Not a bad game but unfortunately you will realize that the software is not finished....this is sad as the pin has huge potential. I don't know how good the new software Cactus Canyon Continued is, maybe this would change the rating. Very rare but if you get the chance "shoot the bad guys"...do it!

While it is a fun theme; it does not compare to IJ.

It gets old very quickly.

This is an excellent machine all-around. The premise is simple... take out bandits and collect your reward. Pretty rinse and repeat, but this is a difficult game to score big in. I was just shooting the ball around aimlessly for the most part, and I found that this is when I got my best score. When trying to specifically make shots, I struggled. Keys on this table are gunfights and quick draws, where you hit pop-up targets on the table as quickly as possible to get big points, get rewards, and advance your rank. While I still haven't figured out what good advancing your rank is, there are five key medals on the table that you need to get to activate "High Noon", which is a mode I've yet to get in my limited time with this game. What makes this game so great in my opinion is, not only the premise, but the table layout, and especially how easy it is to understand the rules. Cactus Canyon makes it simple to understand, but at times difficult to execute when it comes to the quick draws and gunfights. The sound and music isn't all that great, but just about everything about this table is. Watch out for the bumpers... they are really fast and if you tend to hold your flippers up to catch balls off the bumpers, you'll drain balls quite often.

you don't see a lot of these machines around but if you do play this one as much as you can. so much fun! few spots where it is hard to see the ball but other than that its a great machine

Oddly enough I have one of these on route near where I live. I've played quite a few games on it and I can say that it has definitely grown on me. Getting to High Noon is a fairly challenging task but achievable. The modes are straight forward and the ruleset isn't all that deep but there is something that appeals to me in the layout. I really like the shots and flow some of the ramp shots are fairly tight. I do like the pop up drop targets in the middle of the play field as it adds to the shooter element of this pin. Overall it's a pretty damn good pin but I'm not sure how long it would hold up in a collection for the price...

the best game ever .I have some top machines but none compares to this .Really this pin is spectacular .We wonder of this cactus canyon and medieval madness.

I chose cactus canyon and even had to think twice.  
i love this pin

A near perfect game in my humble opinion. There is little that could be improved. Of course there is the code, but in terms of design and variation it is solid. In fact, this is a tough review to write because there is little to say other than the game should be in the top 5.

One of my favourite pinball games with a great theme and a sublime execution of that theme on the playfield.

Pros:

- absolutely brilliant artwork on the playfield
- toys that really help to put you in the Wild West
- lots of different game modes, I particularly enjoyed the gunfight
- easy shots, you'll know your way around the playfield quickly
- lots of ramps
- the train
- great backboard art

Cons:

- no habitrail
- only 2 pop bumpers
- some speech very dodgy, I could swear that Eric Cartman from Southpark is featured in the game

Such a shame this was never finished, I know people are trying to finish it off but I'm rating this game as it came out the factory. Could have been a fantastic pin if the software was done, it seems to be around 90% there but just missing some final key features that would have made it awesome. Still plenty to do and a pretty fun game.

I'm rating this game based on adding the P roc "continued"

Factory code incomplete and kinda short

But very deep and enjoyable with CCC code installed

Cool game to look at. Much better with the CCC software.....more a pin for its rarity than its game play.

Super fun wild west theme, seems to get pretty fast from time to time, has a decent play field setup... Not in the wild often enough.

Good game with great ideas. Could have been great. A bit easy.

Fun game, too much western for me. Wish the pistols didnt block the ball view so much.

This might be highest rated pin next to MM. I love these non-licensed themes executed so well. CC is a ton of fun.

Had a lot of fun playing this recently quite easy to get multiball's cool theme well intergrated into the machine recommended

This game has a really good soundtrack. It really gets me excited and pumped up. Especially during the 'stop the train' mode. It has a lot of silly humor that makes you laugh. The action is pretty constant, while some of the shots can be tricky, none are impossible.

Multiball is fun, and relatively easy to achieve. Same goes for extra balls.

The quick-draw game tests your speed with accuracy. You need to hit a target as quick as possible to get the best award. The catch is that target is sometimes in a pretty tricky spot and getting the ball onto the correct flipper to shoot can prove difficult if you aren't lucky. The hardest is getting the quick-draw mode as the skill-shot award, as you need to time your shot perfectly to hit it when the ball comes down.

The animations are really good, I love the ball lock ones.

All in all, I really found this to be a fun, exciting table. The moving train and popping can are some cool features.

I played this one at a convention to see if it would live up to the current prices and I was a bit disappointed, not a bad machine but over-hyped.

I like Cactus Canyon. I love Cactus Canyon Continued, the extended software. Add the hardware mods from Cactus Canyon Extended Edition on top of that and you have an totally awesome machine.

Played a good amount at pinball hall of fame on Vegas. Actually had a blast on the game. First time ever on it and got high score #2. Not a terribly difficult game or deep but the theme is fun the call outs are cool. I liked it alot more than I thought I would. Not a 20k dollar machine but if they did a remake I can see myself being in for one. Im sure a super clean one would be more enjoyable.

It's good, but not as great as one might be lead to believe.

middle of the road pin IMO

CC is a fun game and being from Tucson, I really like the theme. Unfortunately, the rarity and collectability of the game prices it beyond what I think it is worth based on gameplay, which is a bit repetitive. So, I put it as more of a pinball collector status game. If you have the cash and space, why not add it?

I wish the code would've been finished.

It just feels too incomplete.

Played this game at a pinsiders house and what a great game this is ....I wish they would have made more ...

I don't get why this is a \$10K pin. It's cool and all, but for \$10K there are a ton of other machines I would rather spend my money on. My favourite parts of this game, and probably the same for everyone, the Quick Draw and Gun Fight. It's always satisfying nailing those drop targets on the first attempt. Animations are very good, but I find them a bit repetitive. Why they didn't add more animations for ball lock I'll never know. I could live without the pistols as well. Fun game, good sounds, lots of toys, but I don't see myself ever owning CC. I'll buy 5 x \$2000 games instead.

I liked the layout and the variety of shots and of course the bad guy drop targets. A very cool and funny theme adds to the fun. I did find the game a bit on the easy side, so not sure I would pay the big bucks to own it, but I'll definitely play it again when I get the chance.

Game gets way over rated because of rarity; it was a barely ok game, just can't find many to play

I'm rating this as a CCC to be honest. A huge jump in ratings when this is added. Amazing features and lastability!!

Plays very nice. Easy to figure out but fairly deep ruleset. Great theming, funny modes but not cheesy.

Fun. And collectable

Very funny machine and CCC puts it over the top.

good game, but it's a little easy,

I have to note that my ratings are based on my machine, which is running the new Cactus Canyon Continued code on P-ROC written by Erik Priepke.

I always found this game to be pure fun and it's humour always got me... but it was shallow.

With this new code there is just so much more to this game and I think that it can finally exist in the upper echelon of Bally Williams titles.

It's got a great and easy flowing fan layout with many similarities to JM and even LOTR in how certain elements are laid out. The bart toy at the saloon is a lot of fun and the moving train toy is super cool.

It's a shame that BW basically abandoned CC, but I am extrememly thankful that it now has some of the most developed and complete rule-sets of any BW game, with the CCC update.

Best machine I ever played. Great variety of skill shots.

CC is a lot if fun. Love hitting those pop up drop targets. Music and sounds are top notch as well.

fun game to play but not to buy it.

Good game just WAY over priced!

Fun pinball machine thanks to Flipper's in NC I have been able to play this one regularly - game times can be really long when you get to the wizard mode and can keep adding a ball.

Cactus Canyon is a very fun pinball machine. Pop up targets challenge your skills, hitting your enemy's head never gets old, and mineshaft entrance animation is very well done.

Fun game, I would never own it as the game is too easy to beat.

Bally does it again! The year is 1998 and pinball machines are now totally awesome. CactusCanyon is a classic and more popular than the amount of machines available, sadly. For the price, id buy a new Stern instead. But if you love Bally/Williams and want a cool-themed, solid-playing machine piece of pinball memorabilia from the Golden Era of pinball, then something like this machine is what you are looking for :) The two six-shooters close to the player really did it for me. The playfield artwork, cabinet and backglass are well-suited to the theme, which is comical and fun. The ramps are pretty sweet and the game flows pretty well. Playfield has some artwork and bits that i dont like but it's a fine machine.

Very fun game, love the quick draw, cant go wrong with this game in any environment, the price it demands might make this game a little over-rated. if it was reasonably priced then you have a winner. all in all very good game..

I enjoy this pin but I wish it was finished properly. The targets that pop up from the playfield for "quick draw" and "gun fight" are very well done. In addition, the train that moves across the playfield for "save polly" is a nice feature. I also like the playfield layout - nice flow and fairly fast game. The callouts are also fun. In all, a good game but it is crazy how much these pins are going for.

Hope that they make a remake of this game and complete it with full sound and dmd play this would be a great game for all to get ahold of.

This is a decent game. I'm not quite sure how it ended up so high on the list. I feel like it seriously lacks good flow. The stubby playfield is



mostly to blame. Love the pan-handler plunger, that was a neat idea even though it had be done previously in Taxi, otherwise this one didn't really grab my attention.

I know this game is somewhat rare, but I play it often at the Seattle pinball museum, I just don't see how some people find this game ultra fun. I guess to each thier own.

One of my favorite games! I have only had the chance to play it a handful of times and of course a bunch on the Pinball Arcade. I would have this one in my collection in a heartbeat if the price wasn't so out of reach for me. This theme reminds me so much like Sharp Shooter from the 70's. Gotta love the funs on the sides. It will be unlikely to find this pin out in the wild but my gosh, if you get a chance, PLAY IT!

Great overall western theme. I don't really drink bourbon ,or moonshine, but I want to when I play this. The best part are the targets that pop up on the PF during gameplay. Ball is held by a post just in front of the flipper as targets pop up, ball is released and you have a very limited time to hit the target - as if in a gunfight - and it works nicely. Nice variety of voices - Love the voices of the girls, the sheriff, the bad guys, etc. Feels like you're in a western. I think the plunger shot is a bit boring (pull back plunger and shoot the ball into a plastic cup where it spins, while DMD flips through award options until ball drops and current option is selected). Often times there is not enough variety here. I think the big cowboy face (Black Bart?) in the back right PF is a bit silly. Maybe that was the overall point? For me, having an oversized head on the PF kind of ruins the layout. The hat pops off when you hit the face, but sometimes even that gets boring if the ball rolls around back, then slips down into the catch, then triggers the hat to pop (like a delayed reaction), making it not that entertaining. I like the train that rolls across the PF (right to left) that really puts the pressure for making certain shots at that time. The music is great and a lot of fun. Seems like a decent family game (aside from the "shooting" theme.. maybe not the best idea) and IMHO could have been more "adult" oriented regarding artwork. Overall, a lot of fun to play and a huge variety of skill shots throughout as you work your way to shooting the bad guys and becoming the sheriff.

best stern Yet

Don't get me wrong, I can't say I dislike this game, but it's not the best I've seen. Sure, it's fun, but it's not terribly lasting to me, and seems to drain a lot. I do wish it wasn't as rare as it was...

Very good looking. quite rare pinball machine. But never get fun on it. Next...

With the new CCC this game has gone way up my list

Really fun game but suffered from lack of complete code. Also a bit on the easy side. My first game ever IRL I made it High Noon and won. Of course I knew it inside out from playing many games on the virtual recreations. There is a project called Cactus Canyon Continued and uses a PROC to extend the games rules. In my opinion that really makes it the game it should have been. Lots of fun but not worth the outrageous prices it fetches. The six shooters on the playfield are wicked cool!

I was lucky enough to play at Pin-a-go-go recently, with the updated CCC software update. Was pleasing to see the new animations & modes, as well as the unfinished coding for a color DMD. That said, this is an outstanding table. Good layout, multiple challenging shots, really cool theme & various gadgets. It's probably not worth the high cost. I'm glad I was lucky enough to play one.

Bally/Williams's last WPC pin proved to be a great "filler" title till RFM was ready. Too bad it was never finished but I did play Cactus Canyon Continued at Pinfest and was mighty impressed. I love the western theme and always wondered "where's the female baddy that's featured on the backglass?" Is she just in the art for effect or wasn't there time to add her to the software?

Even in its unfinished state CC is still one fun pin. Light show is a little weak but the call outs and music is fantastic. However, for me, much like MM, it'll never be worth the CRAZY money this table commands.

Really enjoyed new code cactus canyon continued. This is a HOME RUN

Too bad these are ridiculously expensive. What a game! So much to do, so many cool gimmicks, and FANTASTIC FLOW! Hard to find much bad about this game. Wow. MUCH better than the version on my iPhone! ;)

It's really too bad Williams wasn't able to put in a good run of at least a few thousand of this game. The theme is fantastic. The game does get a lot of love because it is just not around at a lot of locations to play. The price on the game would be a lot lower if they had made a good number of them.

This all being said, it is a lot of fun to play. It may not be a real deep rule set, but is enough to have fun playing and wanting to put in a couple more quarters to play another game. It seems like Williams was hitting its stride in the late 90's and this game fits into that group of A list titles.

If you have never played one before...definitely put a few games on it, you will leave entertained.

with ccc, this is special

lot of detail, lot of shot, lot of toy... this pinball is amazing with the software of epthegeek !!!  
I rate with the official software.

I loved "Cactus Canyon."I'd probably try to own it, if it wasn't so expensive. Great shots, music, personality, and more. This game is a classic that I wish had more success!

Fun game that is easy to love

I love hitting the villain! (Ash , 11)

Fun game, great theme. Great shots

My rating is for the custom coded CC= Cactus Canyon Continued.

Shame they didn't finish the software, still fun as hell if you can find one!

Great pinball with plenty of unique aspects -- moving trains, shooter spinner feature, quick-draw/shootout moving targets. Lots to explore. Somewhat confusing mode structure (but still more coherent than NGG or Dr. Who). Lackluster flow -- not a fast game. Play dependent on making shots, not moving ball rapidly from one feature, ramp, or flipper to the other.

Fun game, good play and looks good. Rules were not finished so ultimately is limited until that gets sorted

A brilliant theme and top ten game for me, great flow, top callouts with some trying shots and combos. Can't find a bad word. Have been lucky to play on a mint game which allows a true appreciation. If you can find one get it as you won't regret it

Only had a few briefs games on this one including one time at the PHOF Vegas.

Can't comment on the rules too much.It's all about the killer theme,that's enough for me.Also being the last proper pinball machine from Williams.It instantly became rare the day the last one left the factory.

What could go wrong in owning this title,other than me not being able to afford it?

Found this for the first time near work in Concord Yesterday 10/26/2012. Played for an Hour, tried to leave, but game sucked me back in! Heading home, stopped at a Pizza place to see if the had a Machine, there it was again! (lucky me being such a low production run) What a blast, tons of shots. Rules are simple but there is more to it than that to be successful. Won a few free games, gonna go back tonight and set a high score or use a few rolls of quarters trying to do so.

Cactus Canyon is a case of being Sooooooooooooo close to the finish line... This game could have been great, really great. Instead, it's just good.

#### The Good:

The presentation of the table's theme is very, very well done. The PF is laid out well and the graphics are very strong with the PF being better than the BG. This game sounds wonderful. The theme is integrated well on all levels and the multiball in the mine "Heeeelllllppppppp..." works wonderfully with the DMD graphics. The train rolling across the ramp is awesome. The standups in the middle of the PF when the game calls "Draw!" are sweet and require quick shooting on the fly.

#### The Bad:

The game plays very well, but the code just does not feel finished (which it is not). The rules need to be completed. This game NEEDS a wiz mode. I would have loved to hear the plans for Bionic Bart. (Calling Matt Coriale...) Outrageously expensive for what you get. This game can be grouped under the many "Gomez Fan-Man" designs.

#### The Takeaway:

If you want a fun game to spend a great deal of money on... Here's your game! Personally, for \$10k I can think of 4-7 other games (all for the same 10k) I'd rather own other than this one, easily.

#### Update:

I finally got a chance to play a copy with the new software and a color dmd.

WOW! What a difference!

Game modes, TSPP flipper silliness and lots of creativity. Me LIKEY! Finally, this great layout gets the code it deserves. I only had a few games on it, but I am definitely going to put some mileage on this deck for a more complete review. Honestly, if this game had the finish and depth that we are seeing now due to the passion and dedication of a single talented pinhead... This would easily be a top 20 game. For real! Look for another update after I stop by Casa Del 68 again. Please note that I have not updated the scores for this table as the P-ROC extended edition S/W modification is not what this game ended up as on the street. This game with the the P-ROC S/W pax would rate in the mid-9's in my book.

The Pork and Beans mode is Mongo approved!

Update v.2: This game is fun. Lots of fun. I got the chance to play this game with someone who knew it inside and out (after he read my bashing review) and he graciously showed me all around this table. The little things like multiball stacks (NOT EASY) and some really good gameplay. This game is a great layout and the new S/W makes a really expensive game an even larger investment. But I have to say... It's a really great game. I love being wrong about pinball!

Scores raised appropriately!

Played this one at a collectors house and also at PAPA. Was fun for the first few games, but once I got the shots down, it became boring and easy. Perhaps it lacks for unrefined rules?

Great game with lots of fun shots. Wish there were more made and i had one. Theme rocks in the age of good themes.

A tad simple, though great flow and fantastic artwork.

it' an ok game. If it would have been finished, it would have been better. Ok for what it is. Definitely not worth the money. Wouldn't stay long in my collection.

Excellent game! Just wish it was finished. Becomes repetitive and boring quick IMO.

Very good game, nice to play and very funny play with drop target, unfortunately rom is not a real final version, still need some adjustment... but... vereyone knows the story and is not an happy ending...

You can't go wrong with the last game Williams officially made. The ramps are fun and gun shot draw mode on the playfield is different. I finally found one to play and just really enjoyed. I don't know why this pin is not higher on the list. There are a lot of moving pieces like the train and hat on the bad guy to hit for jackpot and multi-ball. I wish a company would make a themed game along this lines again instead of the same out movie themes.

Great theme and great artwork. A very good looking game (I played a modded version that probably looked even better than the stock version). I am not a fan of the music of this game and I do not think there was a lot of thought placed in the animations. I thought the rules were okay, I don't know why so many complain about the rules; they were simple but quickly understandable. I only have about 15 games in on this machine; perhaps if I played it more I would uncover the issue with the rules.

This machine is tons of fun. Hard to find one but it is a blast to play and listen to.

for me the best pin with the Attack from Mars (if we consider that the Medieval and the AFM are clones)

I had fun for the first few games on this one, but the code is obviously not finished when you play it.. Just gets repetitive and you wish they would have finished it. I love the draw mode, one of the coolest modes! Zero staying power and way too overpriced for an unfinished game.

This was a fun game for the first 50 plays or so. It only lasted about 6 months in my small collection. It could have been great if they finished the game code.



Quite honestly, I just couldn't get into this game. It isn't bad, per say, just feels incomplete to me. As far as being a collector's game - never for me. Just the act of cancelling an average pin mid-cycle to work on another project doesn't spell 'great game' to me - or collectible. Actually, it pretty much states the opposite!

Fun, but with a little polishing, this game could have been special. I'm holding on to mine, even though there are games I like better.

Finally got a chance to play one at Flippers in NC. Great humor, especially the taunts from John Wayne, aka Black Bart. Not especially deep, but it's a really fun pin that flows well. It could have been right up there with MM if they had made more of them and finished the code.

Last bally wpc, only 905 machines, lis Mine.

One of the better sound & music packages on a 90s game with a great soundtrack & tons of gut-busting callout quotes. The villain pop-up targets are creative & well implemented as are the inline posts that stop your ball for a gunfight. The rules, while okay in their current state, were never completely finished, so features such as "Bionic Bart" & the final battle before High Noon were never implemented. The layout, while easy to shoot, is a bit uninspiring after repeat plays. The lastability just wasn't there for me on this one.

I've only played an emulated version of this pin (pinname), but It's easily one of the pins I've played more than most! Fun theme, the game speech and music is really great as well. I couldn't stop playing it last time I tried it.

Great wacky FUN game, would love to own one. If the software was complete this would be rated much higher. Another great late model W/B!

Dont get the Rating!!! Why this is in the top 30, i dunno. Game is incomplete....I understand that CC is rare, but as for fun, im passing!!!

Fun pin. Could be better with new code. Not worth the money you could get 3 pins just as fun.

This is a very good game, but is hamstrung a bit by the unfinished software. No game deserves a home rom more the CC. Everything else is there for a classic, just needs the finishing touches.

Very good game, but software (rules) can be better.

Okay, I admit I'm biased. I live in the Southwest. But to me, there isn't much that can top this game. I love everything about it. Hokey, simple, silly cowboy humor, with understandable rules.... awesome to me. I firmly believe it would rate a lot higher if more people had access to it.

I was fortunate enough to play Cactus Canyon pinball in Las Vegas. I was optimistic about this game because I knew how rare it was and wondered if this was the only reason for its elevated value. I shortly found out that this is a great pinball title. I enjoyed each moment of the game including all of the quotes and where you could get to 'draw' against an outlaw. This is a must play game for any pinball fan.

The quick draw mode with drop targets is really neat.

played this at pin a go go. its a fun game. if it was not so pricey i would pick one up. lots of fun shots and tons of toys. i like the theme as well. definitely worth playing if you get the chance.

"you couldn't hit the broad side of a burrito" is one speech clip that just annoys the heck out of me. Some of the other quips too seem like placeholders until the good, clever quips were to be recorded. Maybe that's not the real case but thats how cheesy and unfunny some of them are to me. I love the shootouts with the bad guys though. Very well done. Like 2 times the trolls on MM but not as humorous. Truly a case of what could have been if only it was allowed to be finished.

Played this one at the PHOF in Vegas and liked it instantly. I only played about 8 games on it, but I thought it was a blast. The price tag is the only thing that would prevent me from adding one to my collection and seeing how good it really is.

Super rare game, Bally's last true pin (before pin2000). The theme is great, the speech is hilarious, I do think however that the playfield artwork could have been a little better. Also the 2 guns at the bottom of the playfield are a little distracting at first but you get used to them. The gameplay and sound more than make up for the minor shortcomings though. Overall a great game, and lots of fun. Too bad with rarity comes a high price so most of us will never get to own one.

Another Over-rated - Over priced bally that I would NOT Buy.. 1 collector I visited had All the Top Pin's that I thought i wouldn't get to see or play.. CC Felt Cheap !! I Played 2 games and the Draw wasn't there.. I have Noth-n else to say...

Gunfight mode is challenging, but you get the chance to stall the ball before you take your (one) shot. The real points accumulate during multiball shootout. I really like the way the ball is plunged into the game and the addition of the DMD bonus while it's spinning around. I find this game a bit hard to play because I suck at aiming the ball, and the moving train is a bit stressful, but that's what keeps me coming back!

It's the Cactus canyon, Fun to play, unique Features which makes lots of fun.  
Glad to have one..

What a great game. Great flow. Great fun. Keeps me coming back for more.  
Can't believe this is not a top 10 game on Pinside. I would say its  
underrated, but then again it does sell for \$7000,

This would have been a definite keeper if it wasn't for that fact that it  
simply had too much money tied up in it!! For the cost of this game, you can  
get 4 or 5 other games that will give you a lot more fun... but of course if  
money is no object, then get one! The 'Bad Guy' targets are excellent,  
Hitting the Bart Bros figure is a laugh, the humour is great, and although  
the strategy isn't deep I still enjoyed playing it.

I think that this is a solid game, very reminiscent of MM and that's no bad  
thing. There's a lot of enjoyment to be had from playing this and there's  
also a good dollop of humour too. Fun game!

Nice rare game, great theme and fun. Didn't love it enough to chase one down  
though!

LOVE THIS PIN EXCELLENT THEME AND GAMEPLAY NOT DIFFICULT BUT VERY FUN

I had this not far from me in Seattle, WA.  
It is just fun and silly and a good parody machine.  
Plays and flows quite well.

Cartoony western theme is a hoot! Nice shots with lots of ramps. Pretty  
machine. Incomplete software brings it down a bit, but overall a very  
charming game with a great fun-factor. Wish they had made a lot more as I'll  
never be able to afford one:(

Got to play one in awesome shape. Fun game with good music and looks. Nice  
bright and beautiful playfield. I like the western theme and think the  
shootout drop targets are a great idea. Dislikes are the pop bumpers. The  
ball stays in there forever. Also, the orbits always lead to the pops, at  
least when I was playing. The ball times are long on this pin, even at my  
skill level. Overall a fun machine but if they made 5000 of them the price  
would be down around \$3000 IMO.

Oddly ran across this game out of the blue and got to play a few games. To be  
honest I had never heard of it prior to playing. After playing some I came  
home excited to see what kind of price tag one might carry and to my  
amazement saw some ridiculous pricetags and ratings that were very high. I  
don't see it to be honest, is a game I would drop a little money on to buy

one but I feel this game is much over-hyped with its ratings and cost, definitely not THAT good. Rules seem very incomplete

For me one the best pin ever, esasy access to the rules and alot of fun / gadget on the playfield.

I just recently discovered this one. Love the shootouts, really fun and different. Western theme isn't too great , but it sure was fun to play.

Decent.

Was able to finally spend some time on this machine at the Pin-a-go-go show. My wife and I had blast. Luckily it was turned up the loudest of the games in the area, so we could enjoy the audio portion of the games as well. We own a MM, AF, MB, TZ, Totan, FH, TOM and thought this is right up there with many of them.

Way underrated, it really does feel slightly unfinished, but that is just in terms of polish really. Gameplay is SWEEEEEEET. Wish they made more of them. Needed to flesh out the rules. Really a shame it was never finished.

A top 25 game. I hit for about 4 free games at the Pinball hall of fame. I liked the shots especially the shoot outs. I doubt it will ever be in my collection due to the expected prices ( never know I guess , I may get lucky) .

YeeeHa! The last true pinball by Bally/Williams before they started production of the pin 2K. Cactus Canyon is visually stunning-bright coloured playfield with some beautiful artwork. The sounds and DMD are good, the extra ball video could have been better! The quotes are funny, the humour is there but not as sharp as AFM or MM Game depth is OK on hard setting as we all know the software wasn't tweaked due to them pulling it before players could give feedback.

Great game,Would love to add one to my collection.  
Fast and heaps to shoot for to keep you entertained  
Love shooting the pop up targets  
A bit pricey,though.

Update

I managed to buy one recently and after playing it a lot , my opinion of this game has gone even higher.

I dont get why people complain about the guns, the play is fast and varied,great ramps, bad guys targets, still one of the best gimmicks in pinball.

Great Pin , no doubt.

The look of the playfield looked fun. The game was ok not the greatest pin, hower i would sill get this due to it being the last bally machine before the

2000 seiries id still get one if the right moment popped up, and the fact i live in Arizona

For some reason, I didn't have very high expectations for this game. I have to say, I was delightfully surprised. The playfield is quite well designed, providing a nice selection of shots and some good flow. The artwork is top notch, and so is the audio. Like MM, there is some great use of humor. The guns can be a little annoying since they obscure your view, but you quickly get used to them. The only other place where this game loses points is the software. Clearly, there was still much work that needed to be done when they decided to pull the plug and go with Pin2K. This is a shame, becuae a little tweaking could have made a great game even better.

..very nice flipper with cool toys, cool feature (the challenge with gun, the mine ecc), but sure not the best against the top like MM or AFM...obviously IMO...:D

I love the theme and the open playfield. Drop targets where a great touch. The voices could of been much better. I was expecting a bit more but must admit but still a fun pin to play.

The more I play this machine the more I love it. I still don't understand why I never bought this pinball.

Just found one in my citiy in some pub. Played a couple of rounds but wasnt very impresed. The artwork and sound is great but the whole game didnt atract me so much. Must give it another "shot"

verry funy pin for the whole family up there with the best

Possibly the most fun game ever. The price and rules put people off, but with a little tweak to the rules it is a GREAT game. The price? we can;t do anything about that, but it should never come into consideration of how good a game is. The dots are brilliant, the artwork is possibly the best on any pin and there is comedy up there in the speech to rival MM. It really is a top game, if you haven't found one to play, seek one out!!!

Like so many others have said "overated" this game does not deserve its high rating, low production numbers don't make a great game!!!!

The holy grail of pinball and a true collector's item. If you can, include it in your private collection because along with Addams gold this is THE most collectable pinball machine ever created.

Good machine overall. Like the "mine shaft" and the bandit's head. Very cool game indeed.

Play this machine quite a bit. Always makes me smile. Fun and good looking machine, but has a unfinished feel.

Cool western theme and B/W last pin so this is more collectible than it would otherwise be, based strictly on its merits.