

CACTUS Canyon

**NEW UPGRADE
AVAILABLE**

10 NEW MODES

2 ENHANCED MODES

**NEW ANIMATIONS,
SOUNDS & MUSIC**

**NEW SALOON MECH
& SPINNER**



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CACTUS CANYON PINBALL MACHINE: A HISTORY



Cactus Canyon, released in October 1998, holds a unique place in pinball history. It was the last traditional pinball machine produced by Bally before they shifted their attention to the Pinball 2000 platform. Bally's singular focus on this next generation pinball platform led to Cactus Canyon being released with incomplete game code. The game's production was cut short at 903 units, out of a planned 925, to facilitate the production of Pinball 2000 machines.

After licensing the rights to reproduce Cactus Canyon, Chicago Gaming set out to enhance and produce this timeless classic. Sam Zehr served as lead programmer while industry legend Lyman Sheats was recruited to assist with the completion of the game software as envisioned by the original Bally design team.

While deep into the project, Lyman envisioned a larger rule set and an additional mechanism that he felt would propel Cactus Canyon to true pinball greatness. While Chicago Gaming neared the release of its enhanced remake of this iconic game, Lyman was contracted to develop his expanded vision of the game. Tragically, before completing the project, Lyman Sheats passed away.

After obtaining Lyman's work-in-progress and design documents for the expanded Cactus Canyon, Josh Sharpe and Sam Zehr set out to finish Lyman's vision for this game. The **Lyman Sheats Complete Upgrade** is our best effort to execute Lyman Sheats' larger vision for this game. Our work on this project is dedicated to his memory.

SPECIAL EDITION



14000-SE Cactus Canyon
Special Edition

\$7,999

14700-SE Cactus Canyon
Special Edition
(with Lyman Sheats Complete
Upgrade Installed)

\$9,249



SPECIAL EDITION PLUS



14000-SE+ Cactus Canyon
Special Edition with Topper

\$9,249

14700-SE+ Cactus Canyon
Special Edition with Topper
(with Lyman Sheats Complete
Upgrade Installed)

\$10,499



LYMAN SHEATS COMPLETE UPGRADE



Model 0714 Kit Price \$1,249

For Chicago Gaming Company models:

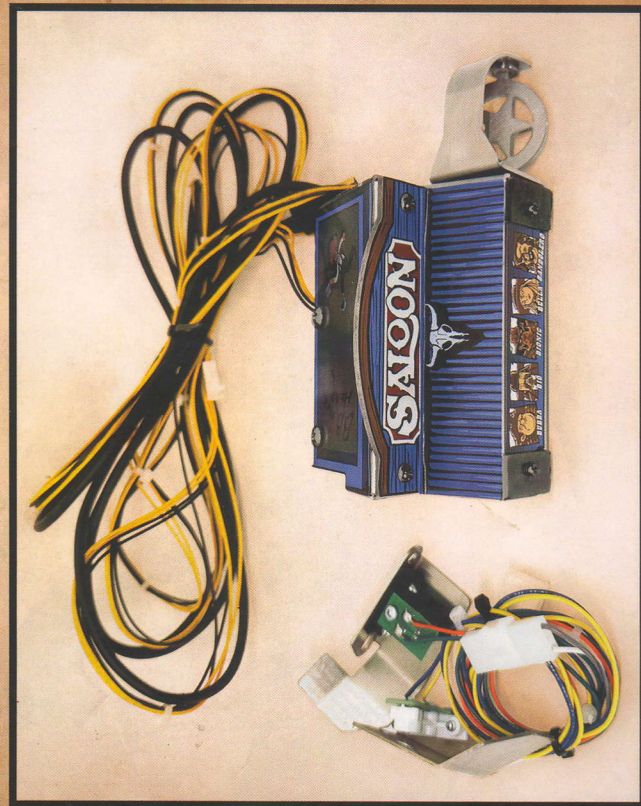
14000-SE Cactus Canyon Special Edition
 14000-SE+ Cactus Canyon Special Edition Plus Topper
 14000-LE Cactus Canyon Limited Edition

THIS UPGRADE INCLUDES:



- 10 NEW MODES
- 2 ENHANCED MODES
- MANY NEW ANIMATIONS
- NEW SOUNDS & MUSIC BY ROB BERRY
- NEVER BEFORE HEARD ORIGINAL SOUNDS
- SALOON MECHANISM SPINNER

Estimated time to install: 2 hours



3



4

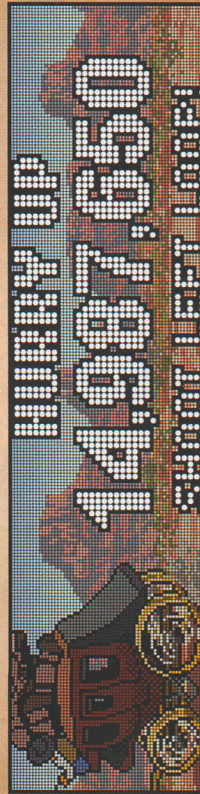
SKILL SHOT / HURRY-UP

The Skill Shot display along with the rewards available has been updated to include a Super Skill Shot via the Runaway Stage Coach Hurry-Up. Old Man Ames is heading home with his latest load of goodies when his horses get spooked and things get crazy! Items start flying out left and right as he can't seem to get things under control. Help Old Man Ames return home safely by shooting the left orbit as quickly as you can!

STAGECOACH

SKILL SHOT

HURRY-UP!



BELLA BART



She's the lone sister of the Bart family, Bella Bart! Bella has been added to the list of Barts you need to defeat to reach the High Noon Wizard Mode. The lit Wanted signs on the Saloon mech will show your progress through defeating all the Bart Bros.

BELLA BART
CHALLENGES
YOU

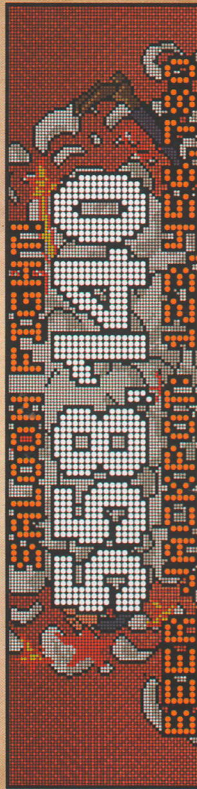
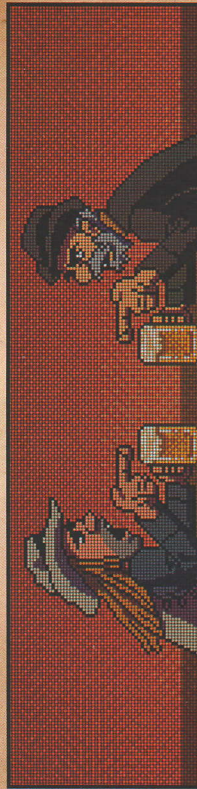


BELLA BART



SALOON FIGHT

Lifelong friends Beau and Boone are hanging out at Rosie's Saloon arguing over who needs to pay for the next round. Shooting the spinner enough times will cause this argument between these two to escalate until Boone just can't take it anymore. After Boone throws his drink at Beau things erupt into a Saloon Fight! Switches build the Jackpot value which can be collected at the Beer Mug.

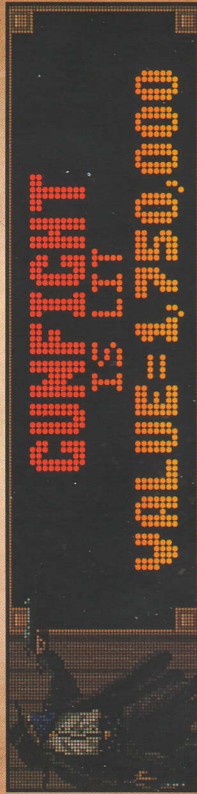


GUNFIGHT



The scoring for Gunfight has been reworked to allow players a chance to build that value as large as they want until they roll over a lit Gunfight Lane. Don't drain, as the value resets at the start of the next ball. Finishing any shot mode (Ride Em' Cowboy, Save Polly River, Save Polly Train, Marksman, Save Polly Bank) will add the value of those points scored to the Gunfight value. First mode finished will award that value at 1X. Second mode finished will award that value at 2X. This multiplier will continue to build as long as players continue to finish these shot modes. Defeating any Bart Bros will add to the Gunfight value and increase that multiplier as well.

GUNFIGHT
IS ON
VALUE=1,750,000



SHOOTOUT TOPPER MODE

Available to be played as both a Topper mode AND a video mode. Bad Guys pop up in waves. Use your flippers to shoot them before they shoot you! But be careful not to shoot any bystanders.



SHOWDOWN

After 25 years of just shooting Bad Guys, Boss Bart has had enough! He's now joined the Showdown Multiball battle! After completing the 4 Bad Guy drop targets, hit one of the lit Jackpot shots to get a shot off on Boss Bart. Complete all drop targets and Jackpot shots to defeat Boss Bart and his gang for Victory Laps!



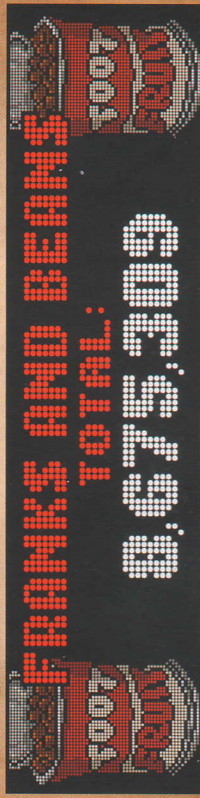
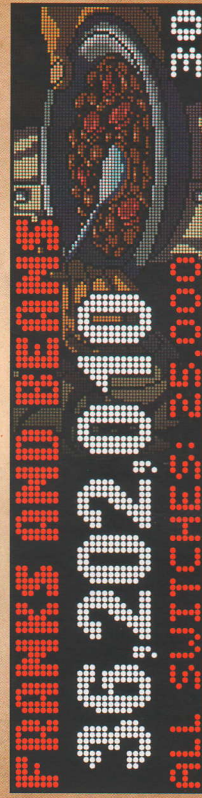
GUNTIGHT BALL SAVE

Qualified after reaching the rank of Deputy, players draining out the lit left outlane will bring out Wyatt, one of the Bad Guys working with the Bart Bros crew. Wyatt has rigged 3 out of the 4 drop targets (lit red) with TNT. Shooting any of those targets will trigger Wyatt to detonate that TNT and end your ball. Wyatt will be hiding out behind 1 of the 4 drop targets (lit green). Take him out first and you'll have the opportunity to save your ball and keep playing.



FRANKS AND BEANS

Beans, beans, the musical fruit! Hit enough Beer Mug shots to qualify this mode at the Saloon. A timed frenzy where every switch roots and toots your way to big points.





DRUNKEN MULTIBALL



Dooley the town drunk stumbles out of Rosie's after one too many! Hit enough Beer Mug shots to qualify this mode at the Saloon. Jackpot shots are lit across the playfield with the Beer Mug lit for Super Jackpot. Beware as your flippers are REVERSED!

DRUNKEN MULTIBALL
3,855,000

DRUNKEN MULTIBALL
TOTAL:
3,338,920

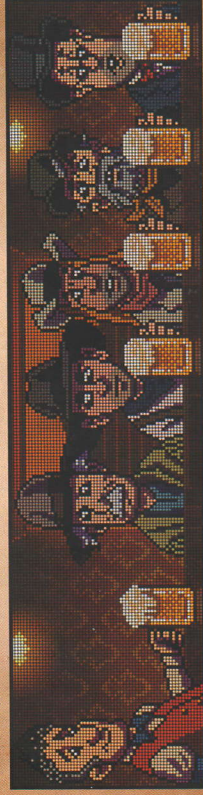


SALOON PARTY



After all the Bart Bros are defeated, Rosie's Saloon will be back open for business! Help Bartender Jesse as he serves his patrons some fresh cold ones. Shots to the Saloon will get those mugs filled. Fill them all to activate the Chug Bonus.

SALOON PARTY
ACTIVATED
CHUG SALOON DOORS TO START

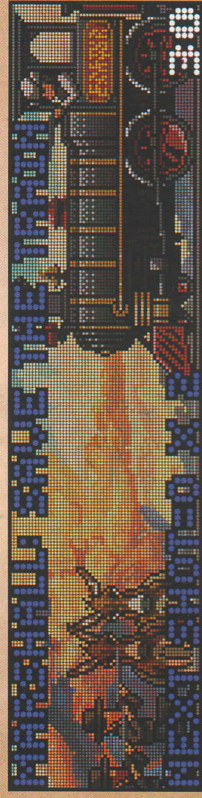


MARSHALL



A Mini-Wizard mode has been added once you reach the rank of Marshall. Boss Bart sends a group of Bad Guys to hijack the train as it's heading home to Cactus Canyon Station. Shoot Jackpots to help bring the train home and send those Bad Guys to jail!

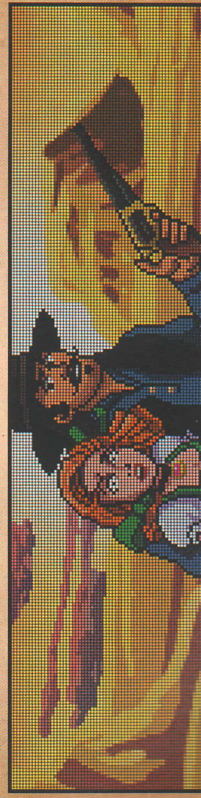
However, just when you think everything is safe, the Bad Guys escape triggering the start to Marshall Multiball. Hit Jackpots and drop targets to capture those Bad Guys and send them back to jail.



HIGH NOON



High Noon had you fighting Boss Bart's entire gang, but the question that hasn't been answered in over 25 years is where did Boss Bart go? Where's Polly? This update brings a second stage to the High Noon battle. After escaping with Polly and taking her hostage, it's time for the ultimate showdown with Boss Bart to save Polly and bring peace back to Cactus Canyon!



CACTUS CANYON FEATURES

**Cactus Canyon
Special Edition**



**Cactus Canyon
Special Edition
Plus Topper**



XL Color Display (19.4")	Included
Trim Color	Stainless
Premium Enhanced Sound System	Included
RGB LED General Illumination & Jet Bumpers	Included
RGB Back Panel Lighting	Included
RGB LED Illuminated Mine Popper	Included
RGB LED Illuminated Saloon Trough	Included
Interactive LED Quick Draw Targets	Included
Interactive LED Illuminated Drop Targets	Included
Artist Sculpted Bart Bash Toy	Included
Artist Sculpted Playfield Cacti	Included
Diecast Metal Train	Included
Upgraded Revolvers on Lower Arch	Included
Artist Sculpted Mine Mountain	Included

Warranty:

Electronics	12 Months
Mechanical Components	6 Months