

FAST DRAW

INSTRUCTIONS

ONE, TWO, THREE OR FOUR PLAYERS - - 3 BALLS PER PLAYER

INSERT COIN OR PRESS CREDIT BUTTON TO RESET MACHINE.

REPEAT FOR ADDITIONAL PLAYERS.

POINTS ARE SCORED AS INDICATED.

COMPLETING A-B-C SEQUENCE DOUBLES BONUS VALUE. BONUS SCORES DOUBLE ON LAST BALL OR TRIPLE IF A-B-C SEQUENCE IS COMPLETED. COMPLETING EITHER GROUP OF DROP TARGETS AND A-B-C SEQUENCE LIGHTS CORRESPONDING HOLE ALTERNATELY FOR SPECIAL. COMPLETING BOTH GROUPS OF DROP TARGETS RESETS CENTER DROP TARGETS FOR 5000 POINTS.

A-B-C SEQUENCE AND DROP TARGETS RESET AFTER EACH BALL.

CENTER BUMPER SCORES 10 OR 1000 POINTS WHEN LIT.

BONUS IS SCORED AFTER COMPLETION OF BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

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B-15946-3

FAST DRAW

INSTRUCTIONS

ONE, TWO, THREE OR FOUR PLAYERS - - 5 BALLS PER PLAYER

INSERT COIN OR PRESS CREDIT BUTTON TO RESET MACHINE.

REPEAT FOR ADDITIONAL PLAYERS.

POINTS ARE SCORED AS INDICATED.

COMPLETING A-B-C SEQUENCE AND EITHER GROUP OF DROP TARGETS LIGHTS CORRESPONDING HOLE ALTERNATELY FOR SPECIAL. COMPLETING BOTH GROUPS OF DROP TARGETS RESETS CENTER DROP TARGETS FOR 5000 POINTS.

BONUS SCORES DOUBLE ON LAST BALL OF TRIPLE IF A-B-C SEQUENCE IS COMPLETED.

A-B-C SEQUENCE AND DROP TARGETS RESET AFTER EACH BALL.

CENTER BUMPER SCORES 10 OR 100 POINTS WHEN LIT.

BONUS IS SCORED AFTER COMPLETION OF BALL IN PLAY.

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A-B-C SEQUENCE AND DROP TARGETS RESET AFTER EACH BALL.

CENTER BUMPER SCORES 10 OR 1000 POINTS WHEN LIT.

BONUS IS SCORED AFTER COMPLETION OF BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.

379

B-15947-3

FAST DRAW

INSTRUCTIONS

ONE, TWO, THREE OR FOUR PLAYERS - - 5 BALLS PER PLAYER

INSERT COIN OR PRESS CREDIT BUTTON TO RESET MACHINE.

REPEAT FOR ADDITIONAL PLAYERS.

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SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE

3 BALL		5 BALL	
A-14306	57,000 - 71,000 - 79,000	A-15237	58,000 - 76,000
A-13961	60,000 - 74,000 - 82,000	A-15238	61,000 - 79,000
A-13962	63,000 - 77,000 - 85,000	A-15239	65,000 - 83,000
*A-14819	66,000 - 80,000 - 88,000	†A-16201	69,000 - 87,000
A-14820	70,000 - 84,000 - 92,000	A-16203	74,000 - 92,000
A-14172	74,000 - 88,000 - 96,000	A-16204	77,000 - 98,000
A-16202	74,000 - 88,000	A-16206	83,000 - 99,000

ADJUSTMENT PLUG LOCATIONS

INSIDE LIGHTBOX ~ POINT SCORE ADJ.

PLAYBOARD ~ 3-5 BALL ADJ.

BOTTOM PANEL ~ 1st COIN CHUTE ADJ. & 2nd CHUTE ADJ.

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A-15947-3

- 1 REPLAY FOR EACH SCORE OF 57,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 71,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 79,000 POINTS.

A-14306

- 1 REPLAY FOR EACH SCORE OF 60,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 74,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 82,000 POINTS.

A-13961

- 1 REPLAY FOR EACH SCORE OF 63,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 77,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 85,000 POINTS.

A-13962

- 1 REPLAY FOR EACH SCORE OF 66,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 80,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 88,000 POINTS.

A-14819

- 1 REPLAY FOR EACH SCORE OF 70,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 84,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 92,000 POINTS.

A-14820

- 1 REPLAY FOR EACH SCORE OF 74,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 88,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 96,000 POINTS.

A-14712

1 REPLAY FOR EACH SCORE OF 58,000 POINTS.

1 REPLAY FOR EACH SCORE OF 76,000 POINTS.

A-15237

1 REPLAY FOR EACH SCORE OF 61,000 POINTS.

1 REPLAY FOR EACH SCORE OF 79,000 POINTS.

A-15238

1 REPLAY FOR EACH SCORE OF 65,000 POINTS.

1 REPLAY FOR EACH SCORE OF 83,000 POINTS.

A-15239

1 REPLAY FOR EACH SCORE OF 69,000 POINTS.

1 REPLAY FOR EACH SCORE OF 87,000 POINTS.

A-16201

1 REPLAY FOR EACH SCORE OF 74,000 POINTS.

1 REPLAY FOR EACH SCORE OF 88,000 POINTS.

A-16202

1 REPLAY FOR EACH SCORE OF 74,000 POINTS.

1 REPLAY FOR EACH SCORE OF 92,000 POINTS.

A-16203

1 REPLAY FOR EACH SCORE OF 77,000 POINTS.

1 REPLAY FOR EACH SCORE OF 98,000 POINTS.

A-16204

1 REPLAY FOR EACH SCORE OF 83,000 POINTS.

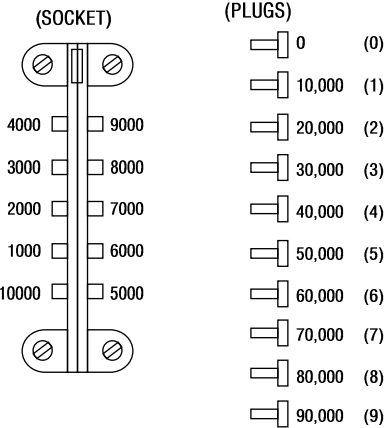
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.

A-16206

AX RESET CONTROL RELAY	Q GAME OVER RELAY		U 1st BALL RELAY	BX LAST BALL RELAY	W 2nd CHUTE RELAY	O BALL RETURN RELAY	S START RELAY	P ADD PLAYER UNIT RELAY
V REPLAY BUTTON RELAY	E BONUS UNIT SCORE RELAY	H TILT HOLD RELAY	G HOLE RELAY	R HOLD RELAY	I 50 POINT RELAY	T TILT RELAY	J 500 POINT AND START RELAY	
K TARGET BANK RESET RELAY		25 VOLT FUSE 10 AMP.	PLAYBOARD LIGHT FUSE 10 AMP.	LIGHTBOX LIGHT FUSE 12 AMP.	TOTAL PLAY METER			

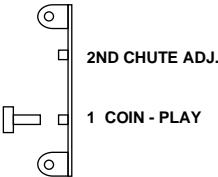
POINT SCORE
ADJUSTMENT

A-13546

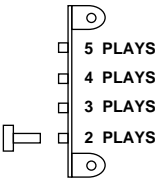


NOTE: PLUG VALUE PLUS SOCKET VALUE EQUALS
POINT SCORE

1ST COIN
CHUTE



2ND CHUTE
ADJUSTMENT



Font used: Futura BdCn BT, Futura Md BT, Futura Hv BT, Futura Bk BT, News Gothic Std, News Gothic MT Std

Cards status:

B-15946-3 3 & 5 balls instruction card confirmed.

B-15947-3 3 & 5 balls instruction card NEEDED to verify.

A-15947-3 index card confirmed. This card is used in both Fast Draw and Quick Draw.

All score cards confirmed.

A-13546 Point Score card confirmed.

Coin Chute cards confirmed.

Relay strip card confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

www.inkochnito.nl

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