# QUICK DRAW

# INSTRUCTIONS

###### ONE OR TWO 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.

380

B-15968-2

# QUICK DRAW

# INSTRUCTIONS

###### ONE OR TWO 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.

## A TILT DOES NOT DISQUALIFY A PLAYER.

380

B-15968-2

# QUICK DRAW

# INSTRUCTIONS

###### ONE OR TWO 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.

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

380

B-15969-2

# QUICK DRAW

# INSTRUCTIONS

###### ONE OR TWO 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.

## 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.

380

B-15969-2

**SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE**

**3 BALL**

**A-14306 57,000 - 71,000 - 79,000**

**A-13961 60,000 - 74,000 - 82,000**

**A-13962 63,000 - 77,000 - 85,000**

**✽A-14819 66,000 - 80,000 - 88,000**

**A-14820 70,000 - 84,000 - 92,000**

**A-14172 74,000 - 88,000 - 96,000**

**A-16202 74,000 - 88,000**

**5 BALL**

**A-15237 58,000 - 76,000**

**A-15238 61,000 - 79,000**

**A-15239 65,000 - 83,000**

**†A-16201 69,000 - 87,000**

**A-16203 74,000 - 92,000**

**A-16204 77,000 - 98,000**

**A-16206 83,000 - 99,000**

A-15947-3

379

**ADJUSTMENT PLUG LOCATIONS**

**INSIDE LIGHTBOX POINT SCORE ADJ.**

**PLAYBOARD 3-5 BALL ADJ.**

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



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

P

**ADD**

**PLAYER**

**UNIT RELAY**

S

**START**

**RELAY**

O

**BALL**

**RETURN**

**RELAY**

W

**2nd**

**CHUTE**

**RELAY**

BX

**LAST**

**BALL**

**RELAY**

U

**1st**

**BALL**

**RELAY**

Q

**GAME**

**OVER**

**RELAY**

AX

**RESET**

**CONTROL**

**RELAY**

E

**BONUS**

**UNIT SCORE**

**RELAY**

J

**500 POINT AND**

**START**

**RELAY**

T

**TILT**

**RELAY**

I

**50**

**POINT**

**RELAY**

R

**HOLD**

**RELAY**

G

**HOLE**

**RELAY**

H

**TILT**

**HOLD**

**RELAY**

V

**REPLAY**

**BUTTON**

**RELAY**

**LIGHTBOX**

**LIGHT FUSE**

**12**

**AMP.**

**PLAYBOARD**

**LIGHT FUSE**

**10**

**AMP.**

**25 VOLT**

**FUSE**

**10**

**AMP.**

K

**TARGET**

**BANK RESET**

**RELAY**

TOTAL PLAY

METER

**1ST COIN CHUTE**

**ADJUSTMENT**

**2ND CHUTE ADJ.**

**1 COIN - PLAY**

**(SOCKET)**

**4000 9000**

**3000 8000**

**2000 7000**

**1000 6000**

**10000 5000**

**POINT SCORE  
ADJUSTMENT**

A-13546

**(PLUGS)**

**0 (0)**

**10,000 (1)**

**20,000 (2)**

**30,000 (3)**

**40,000 (4)**

**50,000 (5)**

**60,000 (6)**

**70,000 (7)**

**80,000 (8)**

**90,000 (9)**

**NOTE: PLUG VALUE PLUG SOCKET VALUE EQUALS  
 POINT SCORE**

**2ND CHUTE  
ADJUSTMENT**

**5 PLAYS**

**4 PLAYS**

**3 PLAYS**

**2 PLAYS**

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

**Cards status:**

B-15968-2 3 &5 balls instruction card NEEDED to verify.

B-15969-2 3 &5 balls instruction card confirmed.

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 are used in Fast Draw. These need to be verified for Quick Draw.

Relay strip card are used in Fast Draw. These need to be verified for Quick Draw.

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](http://www.inkochnito.nl)

If you like my work, please send me a donation via PayPal.