



unit-e

# World's Fastest Drummer®

COMPETITIVE SPEED DRUMMING  
TICKET REDEMPTION





**"THE WORLD'S FASTEST DRUMMER GAME IS LIKE WHACK-A-MOLE ON STEROIDS."**

**-Aaron Fechter, Inventor of Whack-A-Mole**



## NORMAL AND PRO MODES

Players can decide whether they officially compete in the Pro World's Fastest Drummer competition for 60 seconds, or quickly compete in the Normal mode. Times and prices for modes can be set (and disabled) separately.

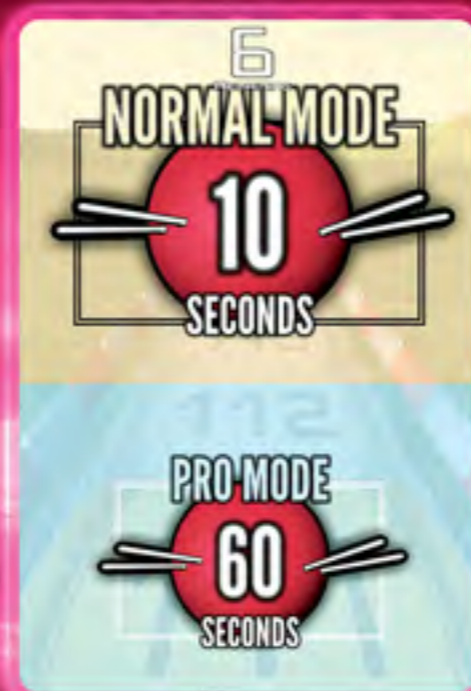


## QUICK GAME PLAY

While the official World's Fastest Drummer competition is 60 seconds, this game can be set to as quick as 10 seconds. A streamlined user interface accelerates the pace to 11 to 16 seconds per game.

## ONLINE COMPETITION

Scores from all online machines are collected and marked for their region and date. Players then pass encouraging milestones in game-play, such as "best today in Kentucky," or "best this week," and similar.



## TICKET REDEMPTION

While the game is designed for ticket redemption, the competitive nature of competitive contests of skill does not necessitate a prize. Operators can choose whether players earn tickets, and in what amounts.



[WorldsFastestDrummerGame.com](http://WorldsFastestDrummerGame.com)

## DIMENSIONS

760mm (W) x 830mm (D) x 2400mm (H)  
30" (W) x 33" (D) x 94" (H)  
104 kg / 230 lbs / 250 W