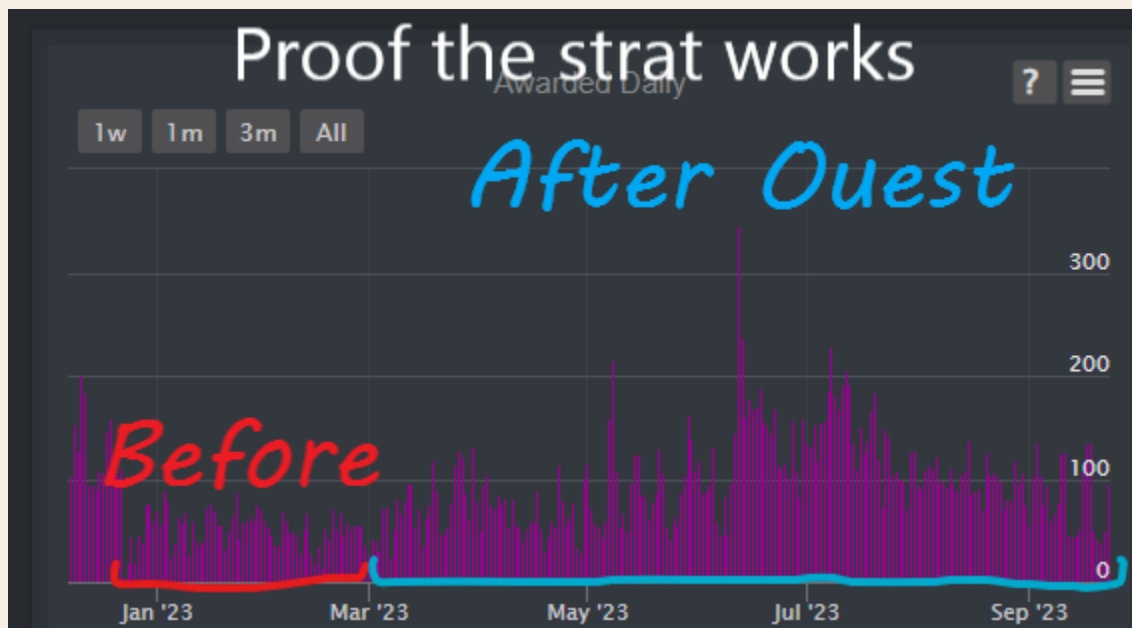


Ouest Quickdraw Strategy

- Only 1 player requires Gold scout.
- Over 2:00 minutes of leeway time in case you mess up!
- Optimal Coin/XP grind for all players.

4,400 coins/hour

900 xp/hour (1,100 xp/hour with vip)



(Strat is outdated now. Lasted 12 months!)

Fastest Time (16:17):



Credits

fittypea - Creator
ulil - Creator
nekoy<3 - Creator
garlicbreadguacamole - Creator
Penguin_Dud - Contributor
Coldeon - Contributor

Notes

- Skip ALL waves when they appear

- You need to speedrun the game within less than 18 minutes to achieve Quickdraw. You cannot afford to lose excessive time due to late skipping.
- If you are having issues:
 - [Common issues](#) section = fix your mistakes & more tips.
 - Watch the **videos**:
 - [Player 1 POV](#)
 - [Player 2 POV](#) (old)
 - [Player 3 POV](#)
 - [Player 4 POV](#)
- Joining the [Paradoxum Group](#) for \$100 extra starting cash is **required**.
- “1 by 1” means to place towers one at a time.

Loadout

Ranger can optionally be replaced with **Accelerator**, but this requires good **Medic** usage.

P1 Turret can be replaced with any DPS tower.

Players			Towers		
Player 1	Farm	Shotgunner	Ranger	Turret/DPS	Ace Pilot
Player 2	Farm	Shotgunner	Ranger	Medic	Ace Pilot
Player 3	Farm	Shotgunner	Ranger	DJ Booth	Ace Pilot
Player 4	Farm	Gold Scout	Accelerator	Commander	Mortar



Strategy

Player 1 - Left lane





Waves	Strategy	Placement Maps
Notes	<ul style="list-style-type: none"> • Quest P1 - POV Video • You will be defending the left lane of the map. 	
0 - 4	<ul style="list-style-type: none"> • Place 1 Lvl 0 Farm • Place 1 Lvl 0 Shotgunner, set on Farthest <ul style="list-style-type: none"> ◦ Upgrade Farm → Lvl 1 ◦ Upgrade Shotgunner → Lvl 1 	
5 - 10	<ul style="list-style-type: none"> • Place 1 Lvl 0 Shotgunner <ul style="list-style-type: none"> ◦ Place 2 Lvl 1 Farms, 1 by 1 ◦ Upgrade all 3 Farms → Lvl 2 • Upgrade the 2nd Shotgunner → Lvl 1 • Place 3 Lvl 2 Farms, 1 by 1 <ul style="list-style-type: none"> ◦ Skip wave 10 - 0:40 	
11 - 15	<ul style="list-style-type: none"> • Upgrade both Shotgunners → Lvl 2 <ul style="list-style-type: none"> ◦ Place 2 Lvl 2 Farms, 1 by 1 • Place 1 Lvl 2 Shotgunner <ul style="list-style-type: none"> ◦ Upgrade 2 Farms → Lvl 3 	

15 - 29	<ul style="list-style-type: none"> Place 6 Lvl 2 Ace Pilots, 1 by 1 <ul style="list-style-type: none"> Upgrade 6 Farms → Lvl 3 Max 1 Ace Pilot <ul style="list-style-type: none"> Place 2 Lvl 3 Ace Pilots Max all Ace Pilots, 1 by 1 Max 1 Shotgunner Skip waves 19, 22, 23, 28, 29 - 0:40 	<p>6 Lvl 2 Aces</p> <p>1st Max Ace</p> <p>2 Lvl 3 Aces</p> <p>Turrets</p>
30 - 40	<ul style="list-style-type: none"> Place 6 max Rangers, set on Strongest <ul style="list-style-type: none"> Skip waves 30, 33-38 - 0:54 Place 5 max Turrets <ul style="list-style-type: none"> Sell Farms & Shotgunners Skip wave 39 - 1:20 	

Player 2 - Right lane

Waves	Strategy	Placement Maps
Notes	<ul style="list-style-type: none"> Quest P2 - POV Video (outdated) You will be defending the right lane of the map. 	
0 - 4	<ul style="list-style-type: none"> Place 1 Lvl 0 Farm 	

	<ul style="list-style-type: none"> Place 1 Lvl 0 Shotgunner, set on Farthest <ul style="list-style-type: none"> Upgrade Farm → Lvl 1 Upgrade Shotgunner → Lvl 1 	
5 - 10	<ul style="list-style-type: none"> Place 1 Lvl 0 Shotgunner <ul style="list-style-type: none"> Place 2 Lvl 1 Farms, 1 by 1 Upgrade all 3 Farms → Lvl 2 Upgrade the 2nd Shotgunner → Lvl 1 Place 3 Lvl 2 Farms, 1 by 1 <ul style="list-style-type: none"> Skip wave 10 – 0:40 	
11 - 15	<ul style="list-style-type: none"> Upgrade both Shotgunners → Lvl 2 <ul style="list-style-type: none"> Place 2 Lvl 2 Farms, 1 by 1 Place 1 Lvl 2 Shotgunner <ul style="list-style-type: none"> Upgrade 2 Farms → Lvl 3 	
15 - 29	<ul style="list-style-type: none"> Place 6 Lvl 2 Ace Pilots, 1 by 1 <ul style="list-style-type: none"> Upgrade 6 Farms → Lvl 3 Max 1 Ace Pilot <ul style="list-style-type: none"> Place 2 Lvl 3 Ace Pilots Max all Ace Pilots, 1 by 1 Skip waves 19, 22, 23, 28, 29 - 0:40 	
30 - 39	<ul style="list-style-type: none"> Skip waves 30, 33-38 – 0:54 Place 2 max Medics <ul style="list-style-type: none"> Max 1 Shotgunner Sell Farms Place 6 max Rangers, set on Strongest <ul style="list-style-type: none"> Wave 39 - Use Medic's ability, around (watch the timer) 1:45 to remove stuns. Skip wave 39 – 1:20 	
40	<ul style="list-style-type: none"> Micro (ability, sell, replace, repeat) Medic's ability to cleanse stuns from Gunslinger. 	

Player 3 - Middle lane



Waves	Strategy	Placement Maps
Notes	<ul style="list-style-type: none"> • Quest P3 - POV Video • You will be defending the middle lane of the map. 	
0 - 5	<ul style="list-style-type: none"> • Place 1 Lvl 1 Shotgunner, set on Farthest • Place 1 Lvl 1 Farm • Place 1 Lvl 1 Shotgunner, set on Farthest 	
5 - 10	<ul style="list-style-type: none"> • Get a total of 3 Lvl 2 Farms • Upgrade both Shotgunners → Lvl 2 <ul style="list-style-type: none"> ◦ Skip wave 10 - 0:40 	
11 - 15	<ul style="list-style-type: none"> • Place 1 Lvl 2 Shotgunner • Place 3 Lvl 2 Farms 	

16 - 31	<ul style="list-style-type: none"> Place Max level DJ Booth <ul style="list-style-type: none"> Skip wave 19 - 0:40 Get 8 Lvl 3 Farms Place 6 Lvl 2 Rangers, set on Strongest <ul style="list-style-type: none"> Skip waves 22, 23, 28, 29 - 0:40 	
32 - 40	<ul style="list-style-type: none"> Skip waves 30, 33-38 - 0:54 Place 8 max Ace Pilots <ul style="list-style-type: none"> Sell Farms Max all Rangers <ul style="list-style-type: none"> Skip wave 39 - 1:20 	

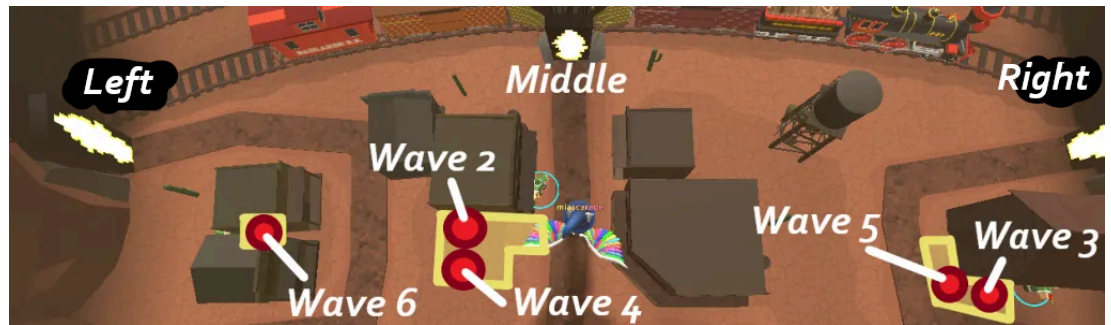
Player 4 - All lanes



Waves	Strategy
Notes	<ul style="list-style-type: none"> Quest QD Strat - Player 4 Perspective Highly recommended to watch before playing as this player
0	<ul style="list-style-type: none"> Place 1 lv 0 GS, for each lane (Left, Middle, Right)



2 - 6



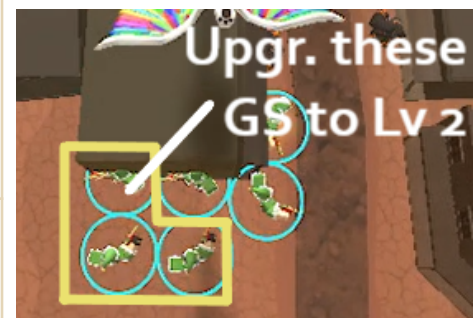
- Follow the placement map above for GS.
"Place 1 GS" means to place 1 lv 0 GS, and "**Wave X**" means there is a specific red dot placement
 - Wave 2** - place 1 **GS** - middle
 - Wave 3** - place 1 **GS** - right
 - Wave 4** - place 1 **GS** - middle
 - Wave 5** - Place 1 **GS** - right
 - Wave 6** - Place 1 **GS** - left

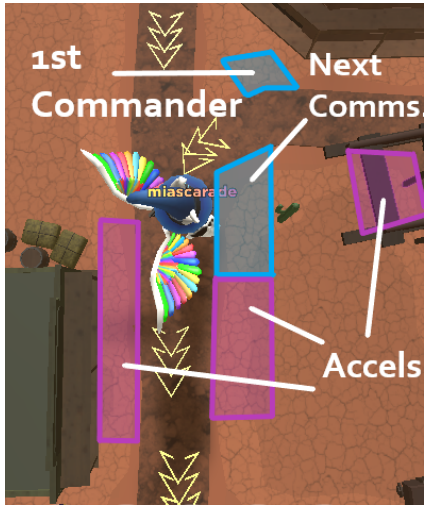
7 - 10

- Place 2 Lvl 1 **Farms**, 1 by 1
- Place 1 **GS** - Right
- Place 3 **GS** - Middle
- Upgrade 1 middle **GS** → lv 2
 - Skip wave 10 - 0:40

11 - 14

- Upgrade 1 left **GS** → Lvl 2
- Upgrade 2 right **GS** → Lvl 2
- Upgrade 2 middle **GS** → Lvl 2



15 - 26	<ul style="list-style-type: none"> • Get a total of 3 Lvl 2 Farms • Place 1 Lvl 2 Commander <ul style="list-style-type: none"> ◦ Use ability on waves 18, 20, 21 & 24 (start of the wave). • Get 8 Lvl 3 Farms <ul style="list-style-type: none"> ◦ Sell all GS • Place 2 Lvl 2 Commanders, 1 by 1 (chain ability) <ul style="list-style-type: none"> ◦ Max 1 Commander ◦ Skip waves 19, 22, 23, 28, 29 – 0:40 	
27 - 39	<ul style="list-style-type: none"> • Place 1 max Accel <ul style="list-style-type: none"> ◦ Skip waves 30, 33-38 – 0:54 • Place 4 Lvl 4 Mortars, set on Strongest <ul style="list-style-type: none"> ◦ Max all Mortars • Place 7 max Accels, 1 by 1 <ul style="list-style-type: none"> ◦ Sell Farms ◦ Skip wave 39 – 1:20 	
40	<ul style="list-style-type: none"> • Max all Commanders & optionally micro ability. 	

Common issues

Waves / Subject	Why did I fail?
Videos (ALL PLAYERS)	<ul style="list-style-type: none"> • Seeing how to do it correctly visually may help you more efficiently <ul style="list-style-type: none"> ◦ [P1], [P2], [P3], [P4]
Requirement	<ul style="list-style-type: none"> • Joining the Paradoxum Group for \$100 extra starting cash is required.
Skipping (ALL PLAYERS)	<ul style="list-style-type: none"> • ALL waves must be skipped immediately. <ul style="list-style-type: none"> ◦ Wave 1-29 skip appears at 0:40 ◦ Wave 30-38 skip appears at 0:54 ◦ Wave 39 skip appears at 1:20 ◦ If something goes wrong (timeloss/leaked), you must be prepared to skip as fast as possible. • Bad skips and leaking early game waves are likely why you are losing too much time <ul style="list-style-type: none"> ◦ The only early game wave intentionally leaked is wave 10 (abnormal boss). ◦ If everything was done correctly you have over 2:00 minutes of leeway time.

- If a run seems bad in the early game, reset to not waste time.
- Enabling **autoskip** is recommended, but not required.

Early Game w/ Shotgunner
(PLAYERS 1, 2, & 3)



Placement

- P1 & P2, don't upgrade the Lvl 0 **Farm** until after you place your first **Shotgun**.
- Place the 1st **Shotgunner** as soon as Wave 1 starts
 - Must also be set on **Farthest** targeting.
- Notice the order in which you should be placing **Shotgunners**.
 - Notice how the **Range** of the 1st **Shotgunner** just reach the entrance
- All 3 **Shotgunners** must be placed as close to the path as possible.

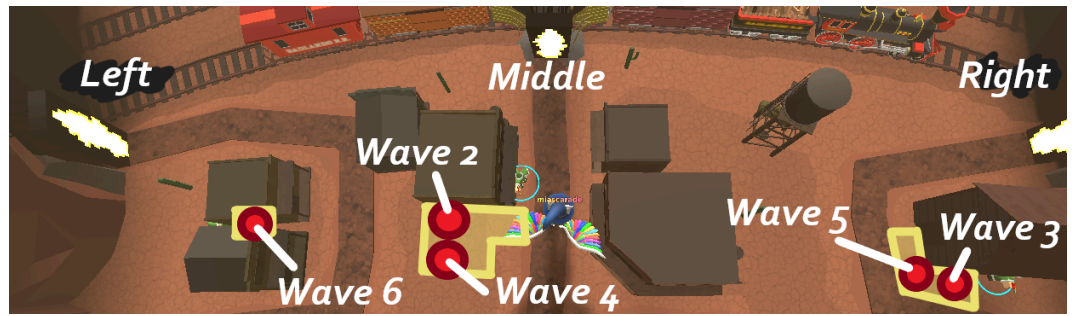
Early Game w/ GS
(Player 4)

- Place 1 Lv 0 **GS**, for each lane (Left, Middle, Right)



Wave 0 Placement

- Ideally, get all 3 **GS** placed in these spots before Wave 1 starts.
- Notice the **Range** of the **GS** in relation to the entrance. You should attempt to replicate that.
 - Also notice how the 3rd image **GS Range** reaches the path in front of the house (where enemies spawn). You should attempt to replicate that.



(this placement map is only to be used after you've placed the 3 lv 0 gs on wave 0).

Wave 1+ Placement

- Remember that lv 0 **GS** = \$200
 - The **GS** that you can afford on waves 2, 3, 4, 5, and 6 have a specific spot (red circle ●).
- Ideally, place GS as close to each other as possible

Waves 16-24 Ace Pilots
(PLAYER 1 & 2)

- Ace Pilot**
 - Follow the placement images provided.
 - For P1, place the **Aces** in the numerical order as the placement image.
 - Both players should max an **ace pilot** for wave 20.
 - Sell **Shotgunners** if you need to for money.
 - Do not forget to have a total of all 8 max **Aces** before moving on to Rangers.

Wave 39/40
(ALL PLAYERS)

- All 5 listed below are reasons to dying on wave 39/40**
 - Not chaining **Commander's ability** (P4)
 - Not using **Medic's ability** at appropriate times (P2).
 - Not placing all max **Turret, Mortars, & Accels**
 - Not setting all **Rangers** placed to **Strongest** targeting (P1, P2, & P3).
 - Not placing 8 max **Ace Pilots** when/where specified in the strategy (P1, P2, & P3).