

GUNS N' ROSES, The Pinball

SKILL SHOT Select 1 of 4 awards at the start of each ball:
Add-A-Band Member, Guitar Feature, Super Pops, or Mystery.

MULTI-BALL Add band members by shooting the **Up-Kicker**, then shoot the "**GUNS**" Ramp or **Up-Kicker** to start **Multi-Ball**.

JACKPOTS Shoot ramps to collect Jackpots, then shoot the **Up-Kicker** for a **PARADISE CITY JACKPOT**. Repeat this sequence to light **SUPER JACKPOT** at the Mini-Orbit.

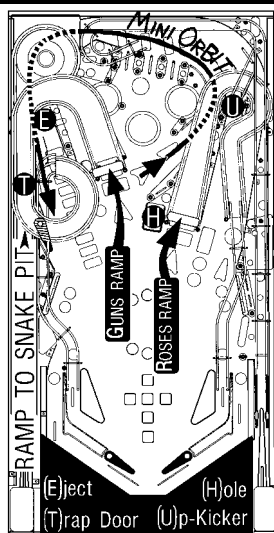
GUITAR FEATURES Shoot the "Eject" to collect various Skill Level awards. Pull Gun Trigger to lock/unlock lit feature.

MYSTERY Shoot the Mini-Orbit to light **Mystery Award** at the center "Hole".

SNAKE PIT Shoot Orbits to lite the **Snake Pit**. Enter the **Snake Pit** via the "**GUNS**" Ramp.

HINT Pressing the Extra Ball Buy-in Button during the course of a game activates the **Extra Ball Buy-In Feature at the end of game play!**

GUNS N' ROSES, The Pinball



SKILL SHOT Select 1 of 4 awards at the start of each ball:
Add-A-Band Member, Guitar Feature, Super Pops, or Mystery.

MULTI-BALL Add band members by shooting the Up-Kicker, then shoot the "GUNS" Ramp or Up-Kicker to start *Multi-Ball.*

JACKPOTS Shoot ramps to collect Jackpots, then shoot the Up-Kicker for a *PARADISE CITY JACKPOT.* Repeat this sequence to light *SUPER JACKPOT* at the Mini-Orbit.

GUITAR FEATURES Shoot the "Eject" to collect various Skill Level awards. Pull Gun Trigger to lock/unlock lit feature.

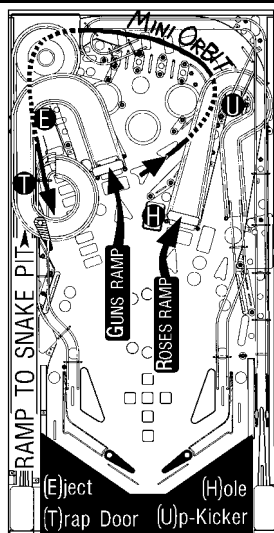
MYSTERY Shoot the Mini-Orbit to light *Mystery Award* at the center "Hole".

SNAKE PIT Shoot Orbits to lite the *Snake Pit.* Enter the *Snake Pit* via the "GUNS" Ramp.

HINT Pressing the Extra Ball Buy-in Button during the course of a game activates the *Extra Ball Buy-In Feature at the end of game play!*

© 1994 Data East Pinball, Inc. 755-5063-00

GUNS N' ROSES, The Pinball



SKILL SHOT Select 1 of 4 awards at the start of each ball:
Add-A-Band Member, Guitar Feature, Super Pops, or Mystery.

MULTI-BALL Add band members by shooting the Up-Kicker, then shoot the "GUNS" Ramp or Up-Kicker to start *Multi-Ball.*

JACKPOTS Shoot ramps to collect Jackpots, then shoot the Up-Kicker for a *PARADISE CITY JACKPOT.* Repeat this sequence to light *SUPER JACKPOT* at the Mini-Orbit.

GUITAR FEATURES Shoot the "Eject" to collect various Skill Level awards. Pull Gun Trigger to lock/unlock lit feature.

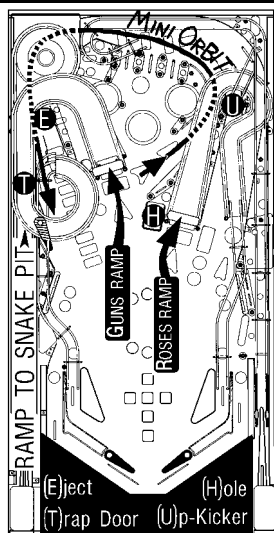
MYSTERY Shoot the Mini-Orbit to light *Mystery Award* at the center "Hole".

SNAKE PIT Shoot Orbits to lite the *Snake Pit.* Enter the *Snake Pit* via the "GUNS" Ramp.

HINT Pressing the Extra Ball Buy-in Button during the course of a game activates the *Extra Ball Buy-In Feature at the end of game play!*

© 1994 Data East Pinball, Inc. 755-5063-00

GUNS N' ROSES, The Pinball



SKILL SHOT Select 1 of 4 awards at the start of each ball:
Add-A-Band Member, Guitar Feature, Super Pops, or Mystery.

MULTI-BALL Add band members by shooting the Up-Kicker, then shoot the "GUNS" Ramp or Up-Kicker to start *Multi-Ball.*

JACKPOTS Shoot ramps to collect Jackpots, then shoot the Up-Kicker for a *PARADISE CITY JACKPOT.* Repeat this sequence to light *SUPER JACKPOT* at the Mini-Orbit.

GUITAR FEATURES Shoot the "Eject" to collect various Skill Level awards. Pull Gun Trigger to lock/unlock lit feature.

MYSTERY Shoot the Mini-Orbit to light *Mystery Award* at the center "Hole".

SNAKE PIT Shoot Orbits to lite the *Snake Pit.* Enter the *Snake Pit* via the "GUNS" Ramp.

HINT Pressing the Extra Ball Buy-in Button during the course of a game activates the *Extra Ball Buy-In Feature at the end of game play!*

© 1994 Data East Pinball, Inc. 755-5063-00