

# TOTEM

## INSTRUCTIONS

3 BALLS PER PLAYER

A, B, C OR D ROLLOVERS LIGHTS CORRESPONDING DROP TARGETS FOR INCREASED VALUE. "A" AND "D" ROLLOVERS ARE TIED TOGETHER.

COMPLETING BOTH "B" OR "C" DROP TARGETS AND CORRESPONDING ROLLOVER INCREASES BONUS MULTIPLIER. COMPLETING ALL DROP TARGETS INCREASES BONUS MULTIPLIER, RESETS TARGETS AND SCORES 5000 POINTS.

COMPLETING A-B-C-D ROLLOVERS OR ALL DROP TARGETS LIGHTS "EXTRA BALL" TARGET.

COMPLETING A-B-C-D ROLLOVERS AND ALL DROP TARGETS LIGHTS HOLE FOR "SPECIAL".

HOLE LIGHTS FOR "SCORES BONUS" WHEN BONUS VALUE IS 20,000.

POP BUMPERS AND ROLLOVER BUTTONS SCORE 1000 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACKGLASS AFTER GAME IS OVER SCORES ONE REPLAY.

429 SS

B-19248-1

# TOTEM

## INSTRUCTIONS

5 BALLS PER PLAYER

A, B, C OR D ROLLOVERS LIGHTS CORRESPONDING DROP TARGETS FOR INCREASED VALUE.

COMPLETING BOTH "B" OR "C" DROP TARGETS AND CORRESPONDING ROLLOVER INCREASES BONUS MULTIPLIER. COMPLETING ALL DROP TARGETS INCREASES BONUS MULTIPLIER, RESETS TARGETS, SCORES 5000 POINTS AND LIGHTS "EXTRA BALL" TARGET.

COMPLETING A-B-C-D ROLLOVERS AND ALL DROP TARGETS LIGHTS HOLE FOR "SPECIAL".

HOLE LIGHTS FOR "SCORES BONUS" WHEN BONUS VALUE IS 20,000.

POP BUMPERS AND ROLLOVER BUTTONS SCORE 100 POINTS.

MAKING "SPECIAL" SCORES ONE EXTRA BALL. MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

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