

TOTEM

INSTRUCTIONS

5 BALLS PER PLAYER

- ◆ A, B, C OR D ROLLOVERS LIGHTS CORRESPONDING DROP TARGETS FOR INCREASED VALUE.
- ◆ COMPLETING ALL DROP TARGETS INCREASES BONUS MULTIPLIER, RESETS DROP TARGETS, SCORES 5000 POINTS AND LIGHTS "EXTRA BALL" TARGET.
- ◆ COMPLETING B OR C DROP TARGETS AND ROLLOVER ADVANCES THE BONUS MULTIPLIER.
- ◆ COMPLETING ALL ROLLOVERS AND ALL DROP TARGETS LIGHTS KICKOUT HOLE FOR "SPECIAL".
- ◆ KICKOUT HOLE LIGHTS FOR "SCORES BONUS" WHEN BONUS VALUE IS 20,000.
- ◆ POP BUMPERS AND ROLLOVER BUTTONS SCORE 100 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.

