

# 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.

429SS

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.

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.

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## INSTRUCTIONS

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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.

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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B-19249-1

# 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.

429SS

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Règle du jeu

# TOTEM

## INSTRUCTIONS

3 BILLES PAR JOUEUR

Les passages A.B.C ou D. allument les cibles correspondantes pour augmenter leur valeur.

Les passages "A" et "D" sont couplés.

Abattre les deux cibles "B" ou "C" et les passages correspondants augmente le multiplicateur de Bonus. Abattre toutes les cibles augmente le multiplicateur de Bonus, réarme les cibles et donne 5000 points.

Eteindre les passages A.B.C.D. ou bien abattre toutes cibles, allume la cible "EXTRA BALL".

Eteindre les passages A.B.C.D. et abattre toutes les cibles, allume le "SPECIAL".

Le "SCORES BONUS" est allumé lorsque la valeur du Bonus est de 20.000.

Les bumpers et les étoiles donnent 1000 points.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres du joueur sont identiques aux deux chiffres affichés en bas au milieu du fronton, (number to match) une partie gratuite est obtenue.—

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A-19513

Règle du jeu

# TOTEM

## INSTRUCTIONS

5 BILLES PAR JOUEUR

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A-19513

# TOTEM

SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE.  
RECOMMENDED CARDS ARE MARKED \* FOR 3 BALL AND † FOR 5 BALL.

## REPLAY SCORES

A-19412	180,000 – 320,000 – 480,000
A-19413	200,000 – 340,000 – 500,000
A-19414	220,000 – 360,000 – 520,000
* A-19415	240,000 – 380,000 – 540,000
A-19416	260,000 – 400,000 – 560,000
A-19417	380,000 – 420,000 – 580,000
A-19418	310,000 – 450,000 – 610,000
† A-19419	330,000 – 470,000 – 630,000
A-19420	360,000 – 500,000 – 660,000
A-19421	390,000 – 530,000 – 690,000
A-19422	420,000 – 560,000 – 720,000

## ADD-A-BALL SCORES

A-19423	120,000 – 270,000 – 420,000
* † A-19424	150,000 – 300,000 – 450,000
A-19425	180,000 – 330,000 – 480,000
A-19426	210,000 – 360,000 – 510,000

NOTE: IF GAME IS OPERATED WITHOUT “HIGH GAME TO DATE” FEATURE  
TURN SCORE CARD OVER.

429 SS

A-19247

- 1 REPLAY FOR EACH SCORE OF 180,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 320,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 780,000 POINTS.
- 3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19412

- 1 REPLAY FOR EACH SCORE OF 180,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 320,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 780,000 POINTS.

A-19412

1 REPLAY FOR EACH SCORE OF 200,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 430,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 500,000 POINTS.  
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19413

1 REPLAY FOR EACH SCORE OF 200,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 430,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 500,000 POINTS.

A-19413

1 REPLAY FOR EACH SCORE OF 220,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 360,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 520,000 POINTS.  
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19414

1 REPLAY FOR EACH SCORE OF 220,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 360,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 520,000 POINTS.

A-19414

1 REPLAY FOR EACH SCORE OF 240,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 380,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 540,000 POINTS.  
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19415

1 REPLAY FOR EACH SCORE OF 240,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 380,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 540,000 POINTS.

A-19415

1 REPLAY FOR EACH SCORE OF 260,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 400,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 560,000 POINTS.  
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19416

1 REPLAY FOR EACH SCORE OF 260,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 400,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 560,000 POINTS.

A-19416

1 REPLAY FOR EACH SCORE OF 280,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 420,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 580,000 POINTS.  
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19417

1 REPLAY FOR EACH SCORE OF 280,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 420,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 580,000 POINTS.

A-19417

1 REPLAY FOR EACH SCORE OF 310,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 450,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 610,000 POINTS.  
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19418

1 REPLAY FOR EACH SCORE OF 310,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 450,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 610,000 POINTS.

A-19418

1 REPLAY FOR EACH SCORE OF 330,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 470,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 630,000 POINTS.  
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19419

1 REPLAY FOR EACH SCORE OF 330,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 470,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 630,000 POINTS.

A-19419

1 REPLAY FOR EACH SCORE OF 360,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 500,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 660,000 POINTS.  
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19420

1 REPLAY FOR EACH SCORE OF 360,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 500,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 660,000 POINTS.

A-19420



1 REPLAY FOR EACH SCORE OF 390,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 530,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 690,000 POINTS.  
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19421

1 REPLAY FOR EACH SCORE OF 390,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 530,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 690,000 POINTS.

A-19421

1 REPLAY FOR EACH SCORE OF 420,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 560,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 720,000 POINTS.  
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19422

1 REPLAY FOR EACH SCORE OF 420,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 560,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 720,000 POINTS.

A-19422

SCORING 120,000 POINTS ADDS 1 BALL.  
SCORING 270,000 POINTS ADDS 1 BALL.  
SCORING 420,000 POINTS ADDS 1 BALL.

A-19423

SCORING 150,000 POINTS ADDS 1 BALL.  
SCORING 300,000 POINTS ADDS 1 BALL.  
SCORING 450,000 POINTS ADDS 1 BALL.

A-19424

SCORING 180,000 POINTS ADDS 1 BALL.  
SCORING 330,000 POINTS ADDS 1 BALL.  
SCORING 480,000 POINTS ADDS 1 BALL.

A-19425

SCORING 210,000 POINTS ADDS 1 BALL.  
SCORING 360,000 POINTS ADDS 1 BALL.  
SCORING 510,000 POINTS ADDS 1 BALL.

A-19426

Used fonts: Futura Hv BT, Futura Md BT, Helvetica, News Gothic Std.

**Cards status:**

B-19248-1 instruction card 3 & 5 balls confirmed.

B-19249-1 instruction card 3 & 5 balls confirmed.

A-19513 instruction card 3 balls (French) confirmed.

A-19247 index card confirmed.

All score cards confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

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