

RECORDS 0

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OTHER GAMES

SCORE

0

MAX COMBO 0

BEST SCORE

0

MAX COMBO 0

TIME

30s



PULSE DASH

30 SECOND / SCORE ATTACK

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PLAYER NAME

guest

START RUN

BOOST

x1.00

SHOTS

0

TARGETS

0



QUIT

HIGH SCORES

RUNS

0

Top 10 / Independent personal bests

01	SCORE	--	MAX COMBO	--
02	SCORE	--	MAX COMBO	--
03	SCORE	--	MAX COMBO	--
04	SCORE	--	MAX COMBO	--
05	SCORE	--	MAX COMBO	--
06	SCORE	--	MAX COMBO	--
07	SCORE	--	MAX COMBO	--
08	SCORE	--	MAX COMBO	--
09	SCORE	--	MAX COMBO	--
10	SCORE	--	MAX COMBO	--

NO COMPLETED RUNS YET

LAST RUN

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HOW TO PLAY

30 seconds. One high score.

01 / PULL TO LAUNCH

Drag, then release to dash
in the opposite direction.
Pull length does not change range.



02 / BANK & COMBO

Bounce off walls for bonus points.
More kills in one shot = more points.
Kill points: 100, 150 ... up to 400.
Each new shot resets the combo.

03 / PICK UP SPEED



Every 7th kill drops a boost.
Collect while moving. Drops stay.
Refill peak speed, then multiply:
x1.5, x2.25, x3.375 ...
Travel farther. Next shot resets.

Time, records & saving: page 4.

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TIME & RECORDS

Play, save, and come back.

04 / WATCH THE CLOCK

30 seconds. Enemy contact: -3s.

15s: yellow. 10s: background count.

5s: red timer and flashing border.

05 / NAME & SAVE

Enter your name above START RUN.

Up to 16 characters. Default: guest.

Your personal bests are on page 2.

In Chrome, choose Download,

then **With your changes**.

In pdfresh viewer,

press Save in the top toolbar.

Reopen that PDF to restore records.

Do not use Print to PDF.

06 / QUIT OR RESUME

QUIT ends the run and records it.

Hit effects finish first. No undo.

Changing pages pauses the game.

Return and select RESUME.

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