



Also shown: Ace, Ray, Teddy, and Kathryn Anne

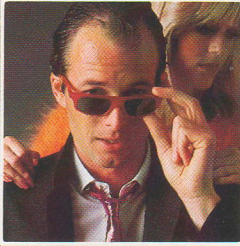
“ The best thing ol’ Al ever did for his place was Pulsar. It’s more than a game. It’s a sport. I like its guts. I mean, the better I get, the tougher it gets. See, you’re slidin’ through the maze blastin’ away, the Pulsar heart-beat is keepin’ time. Then, just when you think you’ve got it whipped, in comes a new maze and you gotta change your

‘Fingers’ Malloy for Pulsar

game plan. Hey, I may have the touch, but I don’t have Pulsar aced. It’s the only game in town that keeps comin’ back for more. So I do too. I’ll bet ol’ Al figures he’s got a gravy train with Pulsar, and he’s right. Cause I’ll tell you one thing; if you’re not playing Pulsar, you’re just playing games. And you can quote me on that. ”

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"Check it out."

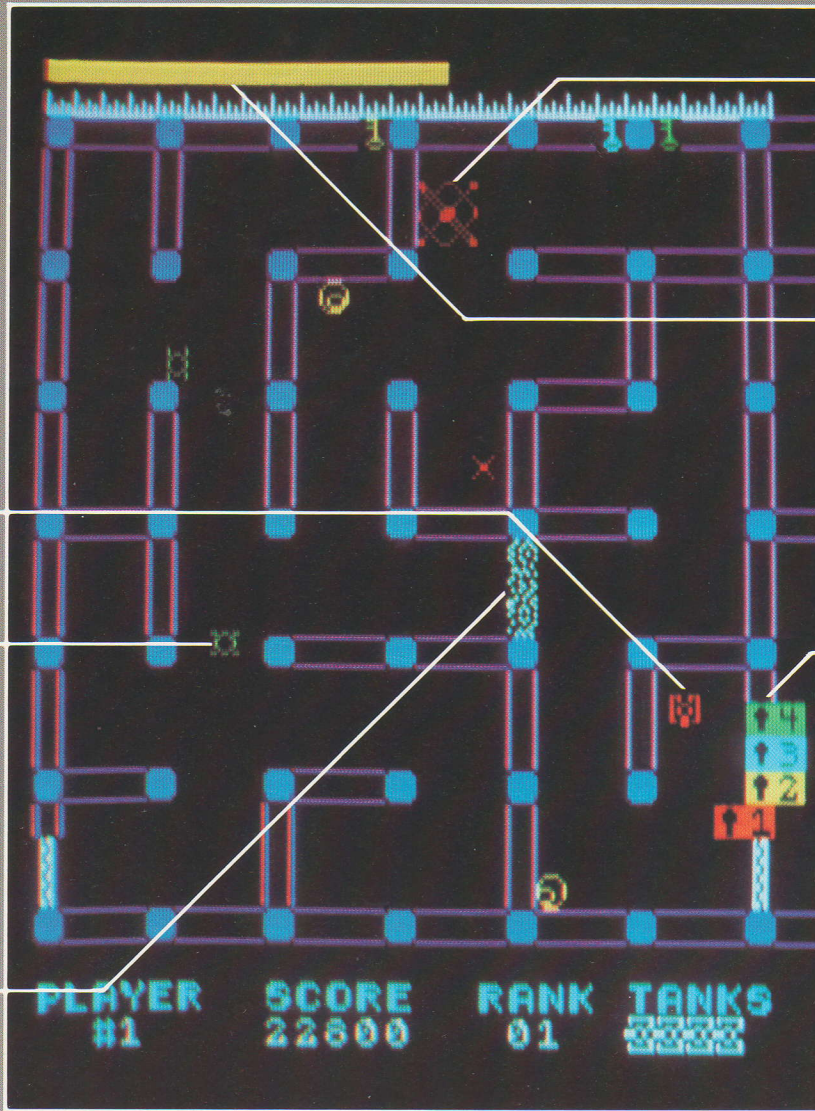


Guide the tank through the changing maze and transport the treasure keys to their color-matched locks. Every round presents the player with a new environment.

Score points to earn more fuel by blasting enemy aggressors and by unlocking the locks.

Yellow enemy aggressors move along the walls. Green aggressors travel at random. Red enemies bounce and ricochet off walls. All travel faster and shoot more frequently with each round, and they also become worth more points.

Avoid the constantly changing "force field" walls. The player is destroyed if caught in one.



Blast the Pulsar target and it breaks into six enemy aggressors.

Open the locks to earn bonus points:

- by unlocking all the locks in any sequence,
- and bonus points are calculated based on how much fuel remains after all locks are opened—the less fuel used, the more points scored.
- double bonus points are earned by unlocking the locks in 1, 2, 3, 4 sequence,

Seven realistic sound effects:

- the continuous Pulsar heartbeat,
- the electric sizzle of force-field walls
- the clanging of shifting walls,
- the blasting sound of the player's fire,
- the piercing shots of the aggressors,
- the sound that signals the shift to a new maze,
- the exciting clamor of bonus points.

PULSAR

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