

COMPUTER

IMPULSE™

1

OBJECT:

To obtain the highest possible score by freezing the moving lights to create lines of four, either vertically, horizontally or diagonally.

2

PREPARE TO PLAY:

Before playing Computer IMPULSE™, insert 4 "AA" batteries into the unit. Next select the speed level at which you wish to play. SLOW is for the beginner while FAST plays quicker for the "pros."

3

HOW TO PLAY:

Computer IMPULSE™ is a game of speed and split second reaction. To activate the beginning of the lights course, just press the SHOT button.

You now have three seconds to plan as the shot moves around the board lighting any number of the sixteen positions.

Press the STOP SHOT button to freeze the lights action in the one spot you wish.

Each game consists of 19 attempts to try for the highest possible score. The perfect score is 19.

4

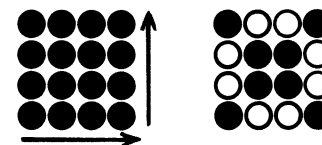
PENALTIES:

If you do not push the STOP SHOT button within the 3 seconds of play or enter a position already occupied, **the shot will be cancelled.**

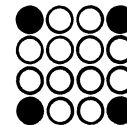
5

SCORING:

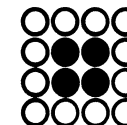
All vertical, horizontal or diagonal lines of four 1 point



Four outside corners 3 points



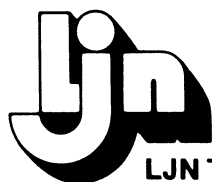
Four inside corners 3 points



If all are lite—congratulations. You have the perfect score!

Uses 4 "AA" Batteries (Not Included).

www.handheldmuseum.com



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MADE IN JAPAN

No. 3041