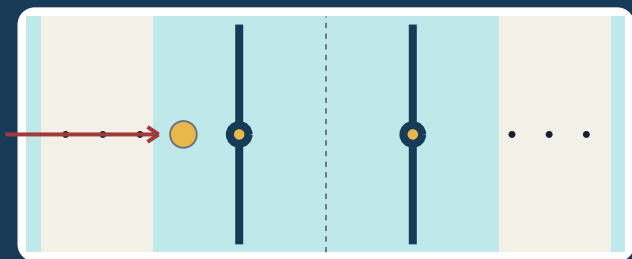


COMET HEIST

TWIN-PULSE VAULT RUN



SHOOTER

PULSE. FLICK. BANK. STEAL.

1-2 players • 6 shots each • No hardware

OWNER MANUAL

Read setup and safety before play

The heist in 60 seconds

Send one comet through both moving gravity gates and into the far vaults. Bank off one special ridge for a Slingshot bonus.

- 1 Join the trays. Lock the seam with both keys. Install both gate modules and both READY/SPENT magazines.
- 2 Put 6 comets in your READY well. Find pattern 1: FAR left, then NEAR left, from your viewpoint.
- 3 With both blades at rest, move FAR to its marked stop and release; then move NEAR to its marked stop and release. While both move—and before NEAR's third center crossing—flick once.
- 4 A scoring comet must pass the near portal, then the far portal, and finish flat and wholly beyond a far-vault scoring plane.
- 5 Score 2, 4, or 6 by the vault pips. Add 2 for a legal Slingshot bank. Move the comet to SPENT. Take 6 shots.

FIRST GAME?

Build with pages 4–5, then play the guided first shot on page 6. Keep pages 7–9 open for patterns and scoring.

24 printed pieces

Everything needed is printed. There are no magnets, elastics, springs, batteries, or separate launchers.

FIELD

Tray A ×1 • Tray B ×1

LOCK

Seam / storage keys ×2

GATESGate bridges ×2 • gravity blades ×2 •
gate keepers ×2**COMETS**

Sun-ridge ×6 • Orbit-ring ×6

TRACK

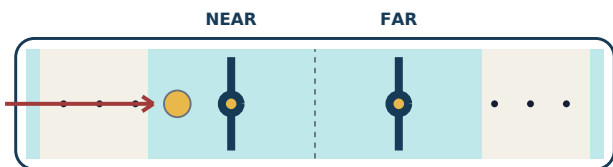
READY/SPENT magazines ×2

**SUN****ORBIT**

Ownership, READY/SPENT state, vault values, directions, and bank facets are embossed. Color is never required.

Join the field

Use a flat, level, rigid indoor table. The two vault ends point away from the center seam.

**SHOOTER****TARGET VAULTS**

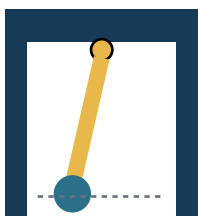
- 1 Place Tray A and Tray B open-side up. Overlap the center edges to form the 2 mm lap seam.
- 2 Slide one broad seam key fully home from each outer side. The raised comet-tail grips face outward; the end-stop shoulders stop the keys.
- 3 Slide one magazine onto each outside end-wall land. Put 6 Sun comets in one READY well and 6 Orbit comets in the opposite READY well. Leave SPENT empty. Solo: use either set of 6.

STOP IF THE SEAM LIFTS

Do not play on a tilted or flexible surface. Do not force a key or magazine. Re-seat parts gently.

Install both gravity gates

Each gate is one bridge, one swinging blade, and one keeper. Repeat these steps at the near and far stations.



SEAT + CLOSE



DROP



SLIDE 6 mm

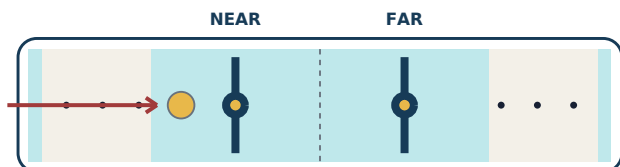
- 1** Seat the blade's two trunnions in the bridge's top-open pivot seats. Close the keeper over them.
- 2** Drop the bridge T-feet through the station keyholes. Slide the bridge 6 mm to the broad stop beneath the retaining shoulders.
- 3** Gently move the blade. It must clear the deck, cross the raised center witness at least 3 times after a full-stop release, and return to rest.

DO NOT PLAY IF A CHECK FAILS

Stop if a blade rubs, sticks, cracks, crosses fewer than 3 times, or a bridge lifts. Do not bend, pry, or force parts.

Your first shot

Use pattern 1: FAR left, then NEAR left. Left and right are always from the current shooter's viewpoint.



PATTERN 1 • FAR L / NEAR L

TARGET VAULTS

- 1 Wait until both blades are at rest and both bridges are fully seated.
- 2 Place the top READY comet flat in your launch bay. Announce “ready.”
- 3 Move the FAR blade to its marked left hard stop and release it; then move the NEAR blade to its marked left hard stop and release it.
- 4 While both blades still move—and before the NEAR blade's third crossing of its center witness—give the comet one forward, bare-fingertip flick.
- 5 Do not touch it again. Wait 2 seconds after it appears still, then score page 9 and move it to SPENT.

The starting flick consumes the attempt—even if it barely moves. One pulse sequence, one flick, no replay.

The six-shot pulse code

Read from the shooter's viewpoint. Both blades begin at rest. For each pulse, move the blade to the shown marked hard stop and release it: FAR first, then NEAR.

SHOT 1

L / L

FAR NEAR

SHOT 2

R / R

FAR NEAR

SHOT 3

L / R

FAR NEAR

SHOT 4

R / L

FAR NEAR

SHOT 5

L / L

FAR NEAR

SHOT 6

R / R

FAR NEAR

VALID TIMING WINDOW

Flick while both blades move and before the near blade's third center crossing. The comet must then pass the NEAR portal followed by the FAR portal.

- Rail and gate contacts are allowed.
- A backward recross does not erase a clearance or add another one.
- No repulse, second flick, tool, launcher, or stored-energy aid.

What makes a legal shot?

A scoring path clears the near portal first, then the far portal. Wait 2 seconds after the comet appears still before judging.

LEGAL PATH



THE SHOT SCORES 0 IF IT:

- leaves the field or is touched again;
- jumps over or bypasses either gate;
- lodges on top of a gate or enters the shooter's home vault;
- dislodges a gate, keeper, seam key, or tray;
- fails the pulse/timing/one-flick rule; or
- fails to finish flat and wholly beyond a target scoring plane.

If anything shifts, stop the round and rebuild from pages 4–5. Do not score a safety or setup failure.

Vaults and Slingshots

A comet scores only when it rests flat and wholly beyond the chosen target vault's scoring plane. Touching the plane does not score.

4

MEDIUM

• • • •

2

WIDE

• •

6

NARROW

• • • • •

SLINGSHOT +2

After fully clearing the far gate, the comet must touch exactly one of the two eligible target-end three-ridge facets before entering a scoring vault.

Repeated touches on that same facet still count as one. Touching both eligible facets cancels the bonus.

LEGAL VALUES: 0 • 2 • 4 • 6 • 8

- Use only the two three-ridge facets beyond your far gate—not the pair near your launch end.
- A Slingshot adds 2 only to an otherwise scoring shot.
- Move every used comet to SPENT after it is judged.

Solo or two-player heist

Each player gets 6 shots and can score at most 48 points.

SOLO

- Choose either 6-comet set.
- Play patterns 1 through 6 in order.
- Add all 6 shot values. Maximum: 48.

PRACTICE TARGETS • 10 / 18 / 26

Cadet 10 • Raider 18 • Master 26. These are provisional, uncalibrated practice targets—not tested difficulty ratings.

TWO PLAYERS

- Sun shoots from one end; Orbit shoots from the other.
- Play 6 waves. In each wave, both players use the same numbered pattern from their own viewpoint.
- Alternate who leads each wave. Each player leads 3 waves.
- Finish both shots in a wave before advancing. Add each player's 6 values; highest total wins.

Ties, resets, and close calls

Use the physical marks and this fixed order. Agree on the call before moving the comet.

BREAK A TIE IN THIS ORDER

- 1 Higher total score.
- 2 More valid Slingshots.
- 3 More Narrow-vault successes.

STILL TIED?

Play up to 3 paired sudden-death waves using patterns 1, then 2, then 3. Before each pair, each player recycles one SPENT comet to READY. Alternate the first shooter.

After both players shoot, the higher single-shot value wins. Sudden-death values do not change regulation totals or prior tie metrics. If all 3 pairs tie, record a draw.

EDGE CALLS & RESET

- Plane contact is not wholly beyond: 0 points.
- If a legal shot settles between vaults: 0 points.
- If a blade is still moving when the next shot is due, wait for rest.
- If a bridge or seam shifts, stop and rebuild; do not continue that shot.

Pack away safely

Let both blades come to rest. Keep all 24 printed pieces and this manual together.

- 1 Remove both magazines and both seam keys. Gently separate the 2 mm lapped tray seam.
- 2 Reverse each bridge's 6 mm locking slide and lift out both complete gate modules; leave each blade captive under its keeper.
- 3 In Tray A, place the 2 gate modules on their embossed outlines. Lay this folded/closed manual over the manual area without crushing parts.
- 4 In Tray B, place all 12 comets in the 6 × 2 outlines and both magazines on their outlines.
- 5 Close the trays rim-to-rim. Install both dual-use keys in the packed-lock lands. Follow the outlines and do not force the case closed.

CARE

Store dry and away from heat or direct sun. Wipe with a soft dry cloth. Do not lubricate, heat, bend, or modify the gate pivots.

SAFETY

Ages 14+. Use on a clear table away from drinks and edges. Flick only toward the field; never aim at a person or animal. Stop using any cracked, loose, warped, or sharp piece. Small parts: keep away from children under 3.