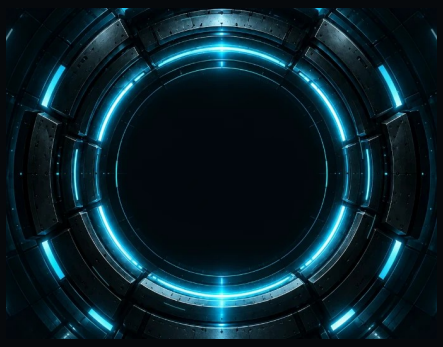
Instant games. Distinct by design.

Three physical ideas. One PULSE Studio interface.

A collection for product evaluation and integration discussion, built around a recognizable action in each game.



PULSE

Hold / set pace / release



FRACTURE

Choose / break / secure



TETHER

Launch / land / choose

Physical decisions

Contain an energy pulse, cut a mineral path or reach the next anchor. Each title has a distinct interaction and material world.

Clear consequences

Stake, total returned and net profit or loss stay explicit. Confirmed results drive outcome language and presentation.

A consistent studio

Shared interface type, navigation, preferences and readable accounting connect the collection while the games retain their identity.

Evaluate the collection.

contact@pulsestudio.games

Local evaluation edition / 5 October 2026. The links in this pack open public demos; the hosted version may differ until a separately authorized release. No real-money play, external certification or production launch approval is claimed.

PULSE

Hold. Feel. Release.



ILLUSTRATIVE ART / MATERIAL STUDY

HOLD / SET PACE / RELEASE

Hold to engage, choose steady Stabilise or faster Overcharge, then release to secure. Modes change pace, not protection. Auto secure requests release at the chosen target.

ILLUSTRATIVE OUTCOMES / VIRTUAL CREDITS

Secure at 1.50x

75.00 CR

Total returned

Stake 50.00 CR / Net +25.00 CR

Pulse lost before secure

0.00 CR

Total returned

Stake 50.00 CR / Net -50.00 CR

Total returned includes stake. Net = returned amount - original stake.

EVALUATION BOUNDARY

The public PULSE client runs a browser-local virtual-credit demo. A separate documented authoritative runtime and wallet-adapter baseline exists. It requires an authenticated partner command layer and a production wallet integration.

NEXT WITH A PARTNER

Review the runtime, approved limits and recovery contracts; connect and reconcile a partner sandbox wallet; complete independent math, security and market-specific launch review.

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pulsestudio.games/play

FRACTURE

Choose. Break. Secure.



ILLUSTRATIVE ART / MATERIAL STUDY

CHOOSE A DEPTH / CONFIRM THE BREAK / SECURE OR CONTINUE

Choose Shallow, Deep or Core from the available paths. Selecting the first path places the stake. Each confirmed success changes the same mineral; secure its current value or choose another fracture.

ILLUSTRATIVE OUTCOMES / VIRTUAL CREDITS

First Shallow: 1.25x, then secure

12.50 CR

Total returned

Stake 10.00 CR / Net +2.50 CR

First fracture fails

0.00 CR

Total returned

Stake 10.00 CR / Net -10.00 CR

Total returned includes stake. Net = returned amount - original stake.

EVALUATION BOUNDARY

FRACTURE is an anonymous, server-owned virtual-credit demo with retained session state and command recovery. That demo service is not an authenticated operator player session or production partner wallet integration.

NEXT WITH A PARTNER

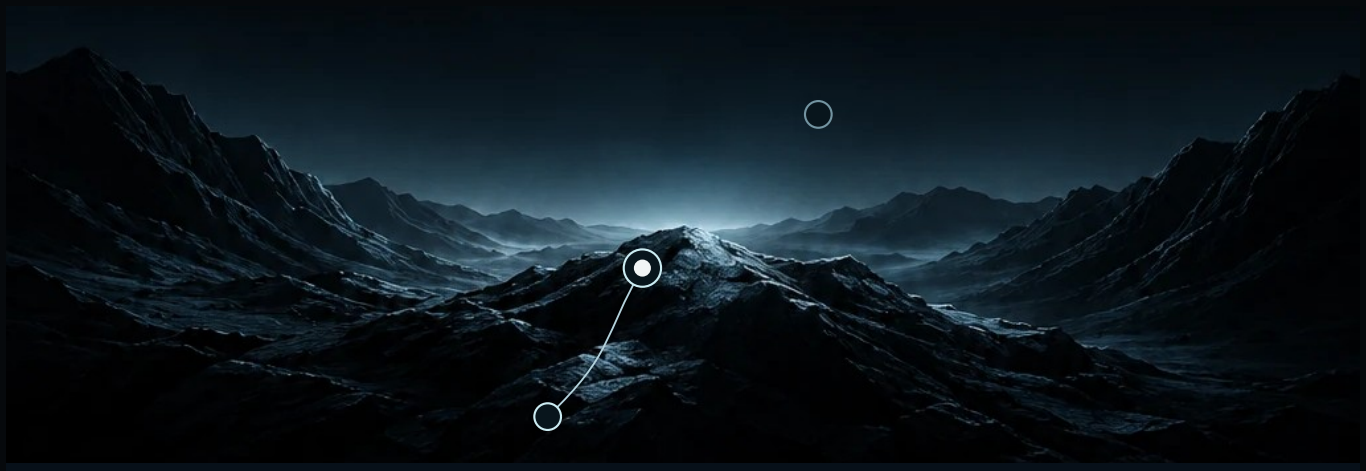
Agree the authenticated session and wallet boundary; review the exact target and chance contract, idempotency and reconciliation; complete independent math, security and launch acceptance.

contact@pulsestudio.games

pulsestudio.games/fracture/index.html

TETHER

Launch. Land. Choose.



ILLUSTRATIVE ART / ANCHOR COMPOSITION

LAUNCH / LAND AT AN ANCHOR / SECURE OR LAUNCH AGAIN

Launch toward a fixed next anchor. After landing, choose when ready: secure the current return or launch again. SAFE is the gross fallback on a snap, and can still represent a net loss.

ILLUSTRATIVE OUTCOMES / VIRTUAL CREDITS

Secure at the 1.20x anchor

120.00 CR

Total returned

Stake 100.00 CR / Net +20.00 CR

Next launch snaps: SAFE 24 CR

24.00 CR

Total returned

Stake 100.00 CR / Net -76.00 CR

Total returned includes stake. Net = returned amount - original stake.

EVALUATION BOUNDARY

TETHER is an anonymous, server-owned virtual-credit demo. Its discrete jump contract freezes decisions during the existing flight gate. The demo is not an authenticated operator session or production partner wallet integration.

NEXT WITH A PARTNER

Review anchor, fallback and settlement contracts; define partner authentication, durable wallet reconciliation and recovery; complete independent math, security and market-specific launch review.

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pulsestudio.games/tether