Race Games
(fx 570/991ex)

Preparations:

1. Basic Overflow
2. Quickcpy Max

3. Data 0xE9E0

```
A5 7B 31 30 13 D1 01 30 D2 03 32 30 A5 7B
31 30

01 13 5A EB 36 0C 32 30 A5 7B 31 30 01 20
5C EB

36 0C 32 30 A5 7B 31 30 00 2F C0 2F DE B8
32 30

A5 7B 31 30 00 16 C0 16 DE B8 32 30 A5 7B
31 30

00 22 C0 22 DE B8 32 30 BE 8A 30 30 EE 25
31 30

00 D7 22 4B 32 30 D6 95 30 30 F4 89 31 30
00 D7
```

```
8A 3A 31 30 F4 89 31 30 01 01 1E 91 30 30
AA E1

32 30 2A 6E 32 30 BC D7 F4 89 31 30 38 30
7A 3A

31 30 B2 7B 31 30 30 30 30 30 56 0D 32 30
D6 95

30 30 F4 89 31 30 00 D7 8A 3A 31 30 F4 89
31 30

01 02 1E 91 30 30 AA E1 32 30 2A 6E 32 30
12 D8

F4 89 31 30 38 30 7A 3A 31 30 B2 7B 31 30
30 30


30 30 56 0D 32 30 F4 89 31 30 02 00 1C A1
30 30

F0 E9 D8 92 30 30 30 30 30 30 42 07 31 30
92 D8

56 0D 32 30 D6 95 30 30 F4 89 31 30 00 D7
8A 3A

31 30 F4 89 31 30 04 10 1E 91 30 30 AA E1
32 30

2A 6E 32 30 68 D8 F4 89 31 30 0A 30 7A 3A
31 30

B2 7B 31 30 30 30 30 30 56 0D 32 30 F4 89
31 30
```

```
02 00 1C A1 30 30 FC E9 D8 92 30 30 30 30
30 30

42 07 31 30 92 D8 56 0D 32 30 42 07 31 30
92 D8

56 0D 32 30 A5 7B 31 30 F0 E9 01 13 C4 38
31 30

A5 7B 31 30 FC E9 01 20 C4 38 31 30 D6 95
30 30

B8 82 30 30 A5 7B 31 30 30 D6 84 D1 C8 03
32 30

42 07 31 30 2E D6 56 0D 32 30 B1 00 B2 00
00 00


52 61 63 65 20 67 61 6D 65 73 21 00 00 00
00 00
```

Launcher 0xD180 (Non-an)

```
FD 24 30 30 A5 7B 31 FE 03 30 60 EB 56 3D
32 30 BE 8A 30 30 5A 7C 31 30 FE 01 E0 E9
30 D7 2E D7 B2 89 31 30 30 30 1C 1D 32 48
```

Set Hex:

x:

@=10.000FD24EB2056:

@=13.DBE8A5AE920B2:

@=1891C1D23

Token:

@ 00 = cos⁻¹(1 ft▸m 0 (@ @ D 20 @
RndFix(00 Mean(tan⁻¹(10 in▸cm G▸Simp 0
% . % @ LCM(1000 @ @ 2*x*

[=], [AC]

Result: