

## Real Gravity simulator program

Program (E9E0):

A8 9F 30 30 E0 A0 30 30 60 8C 30 30 34 7B 31 30  
20 30 08 08 48 98 30 30 02 26 31 30 8A D8 7E 94  
30 30 74 89 31 30 00 F7 A6 A8 30 30 F0 E9 A0 9C  
30 30 06 EA 30 30 74 89 31 30 00 01 A0 9C 30 30  
30 30 30 30 74 89 31 30 F0 E9 A8 9F 30 30 9E 3B  
31 30 8A CA 31 30 0C EC 31 30 82 D8 21 9C 30 30

4A C6 31 30 74 1F 32 30 34 7B 31 30 22 EB 80 04  
D8 39 31 30 34 7B 31 30 06 EA 00 00 D8 39 31 30  
34 7B 31 30 1A EA 00 00 D8 39 31 30 02 26 31 30  
CA D7 EA F5 32 30 02 26 31 30 30 30 0C EC 31 30  
22 EB 21 9C 30 30 4A C6 31 30 A8 9F 30 30 74 1F  
32 30 34 7B 31 30 06 EA 00 F7 D8 39 31 30 34 7B

31 30 22 EB FF FF D8 39 31 30 34 7B 31 30 1A EA  
00 01 D8 39 31 30 B0 3A 31 30 40 D8 74 1F 32 30  
74 89 31 30 FC FF A6 A8 30 30 F0 E9 A0 9C 30 30  
30 30 30 30 B0 3A 31 30 40 D8 74 1F 32 30 74 89  
31 30 04 00 A6 A8 30 30 F0 E9 A0 9C 30 30 30 30  
30 30 02 26 31 30 00 02 3C 9F 30 30 34 7B 31 30

6A D8 01 00 A8 9F 30 30 D8 39 31 30 DA 7B 31 30  
62 01 E0 E9 30 D7 2E D7 32 89 28 00 00 00 74 1F  
32 30 80 04 E0 D7 40 04 0E D8 80 08 2C D8 00 00

40 D8 00 30 96 D7 00 00 BA D7 3C 7E FF FF FF FF  
7E 3C

Launcher (D180):

Hex:

FD 24 30 30 DA 7B 31 30 FE 01 E0 E9 30 D7 2E D7 32 89 31 30 30 30 74 1F 32 30

Assign hex:

x:

@=1.0000FD24E91F23

Token:

@00r $\cos^{-1}(10\text{in} \triangleright \text{cmG} \triangleright \text{Simp } 0\%.\%2\text{LCM}(1000\sqrt{(\text{@}20$

Tutorial:

Press [←] and [→] to move the ball.

Press [↑] to jump/Hold to keep bounce the ball.

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