
WILLY IN THE MINES

for HP 49

version 1.3

maintained by

Gustavo Portales

www.gaak.org


© 2005

GAME Instructions







Willy - Arcade Adventure Game

Guide Willy through various levels of mines, avoiding any beastie and collecting all gems. Gems are collected by walking or jumping over them.

After collecting all gems on one level, find secret exit and go through it, to next level.






In Game, you can guide Willy by walking left or right, or jumping up, -left or -right. Changing view point is also possible by pressing  & cursors.

Default keys are:

	go left
	go right
	jump
	view status
 & cursors	change view point
	exit

The Game uses one USER variable with reserved name WillyPAR with following default contents:

#8785421200000h

	- high score
	- go right
	- go left
	- jump
	- view status

You can use the following scheme to fit your needs. (49G|49G+)

10	ON	14	FI	18	0	1C	SPC
20	→	24	F2	28	1	2C	3
40	←	44	F3	48	4	4C	6
80	ALPHA	84	F4	88	7	8C	9
11		15	F5	19	+/-	1D	1/x
21		25	F6	29	√X	2D	COS
41		45		49	CAT EVAL	4D	SYMB
81		85	APPS	89	TOOL	8D	STO▶
12	▶	16		1A	•	1E	ENTER
22	▼	26		2A	2	2E	+
42	◀	46		4A	5	4E	-
82	▲	86		8A	8	8E	×
13		17	EEX	1B	X	1F	÷
23		27	y ^x	2B	SIN	2F	TAN
43		47	HIST	4B	EQW '	4F	◀
83		87	MODE	8B	VAR	8F	NXT

Specifications

- Library 989: Willy 1.3 GaaK
- ROM, 49G: 1.18 , 1.19-6 , 1.24 ... 49G+: 2.00
- Size, 15076 Bytes (checksum #23C5h)
- August 03, 2005

Copyrights, etc, ...

This Game is Freeware, based on “Willy in the Mines” for HP 48 written by “Mario Mikocevic Mozgy”.

Commercial distribution IS NOT allowed without prior written permission of the author!

THIS SOFTWARE IS PROVIDED "AS IS" AND WITHOUT ANY EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

E-mail: hp@gaak.org

Enjoy!