

2048 for the HP PRIME

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2048	v1.3	2022	by Tony Gallo
32	16	4	2
4	4		
2		2	

Score:
172

High Tile:
16

High Score:
148

Rules:

Slide tiles to combine matching tiles into single tiles with twice the value. Every turn, a new tile will randomly appear in an empty spot on the board with a value of either 2 or 4. There is a 10% chance it is a 4. Tiles slide as far as possible in the chosen direction until they are stopped by either another tile or the edge of the grid. If two tiles of the same number collide while moving, they will merge into a tile with the total value of the two tiles that collided. The resulting tile cannot merge with another tile again in the same move.

Navigation:



Use the rocker wheel to choose the direction.

The High Score indicates the highest score achieved during your current session of games. Similarly for the High Tile value. They are not saved when you exit the game.

Known Issue:

The highest tile this game can handle is 8192. If you were to slide to of those together it could not create the 16384 tile. You would get a solid black square instead. That being said reaching a tile that high is nearly impossible without using some sort of AI.