

“Get!” by chris read.

Get! is based on an old program I made called “Alien Greed,” which in turn is based on the snake games, only without a growing snake behind you. The object of the game is to guide Mr. X to as many Os as possible before the time limit expires. If you take too long, the game will be over and the final score will be displayed, and you press any key to start a new game.

```
0 CLS:SETCOLOR 2,12,17:POS.30,0:PRINT  
“GET!”:A=0:X=0:Y=5:C=0:GET D:IF D>0 AND C>0 THEN GOTO  
1:ELSE :GOTO 0
```

Screen clear, set the colors to a green background and a light green text. Print “Get!” at the right side. A is the score: X is the X’s x position, Y is the X’s y position, and D is the key press. C is the timer. If C>0 that means the game has been started, otherwise loop.

```
1 W=RAND(20):Z=RAND(10):C=0:POS. 30,0:PRINT “GET!”
```

W is the O’s x position and Z is the O’s y position. “Get!” is printed twice because of line 9’s CLS command.

```
2 POKE 752,1:POS. X,Y:PRINT “X”:POS. W,Z:PRINT “O”:POS.  
30,5:PRINT “SCORE=”:POS. 37,7: PRINT A
```

The Poke command gets rid of the cursor. Print X and O on the screen. Also, print the score on the right side of the screen.

```
3 DSOUND: S=STICK(0): IF S=11 AND X>0 THEN X=X-1:POS.  
X+1,Y:PRINT “ “
```

Stop the sound of the getting of the O. If left is pressed and X>0 then move X one space to the left and get rid of the X that was in its old space.

4 IF S=7 AND X<20 THEN X=X+1:POS. X-1,Y:PRINT " "

If right is pressed and X<20 then move X one space to the right and get rid of the X that was in its old space.

5 IF S=14 AND Y>0 THEN Y=Y-1:POS. X,Y+1:PRINT " "

If up is pressed and Y>0 then move X one space up and get rid of the X that was in its old space.

6 IF S=13 AND Y<10 THEN Y=Y+1:POS. X,Y-1:PRINT " "

If down is pressed and Y<10 then move X one space down and get rid of the X that was in its old space.

7 IF W=X AND Y=Z THEN SOUND 1,12,12,12:A=A+1:GOTO 1

If the X is in the same position as the O then make a short sound, add 1 to the score, and go to line 1

8 C=C+1: IF C<100 THEN GOTO 2

Add 1 to the timer. If the timer doesn't go over the limit of 100 then goto line 2, or else proceed.

9 POS. 30,9:PRINT "GAME OVER.":A=0:C=0:GET D:IF D>0 THEN CLS:X=0:Y=5:CLS:GOTO 1:ELSE: GOTO 9

Print "game over" on the right side. Clear the score and the timer once a key is pressed. Also once a key is pressed, put X on x pos. 0 and y pos. 5 and goto line 1. I don't know why I put CLS twice, but it seems to work OK, so I left it in.

Made for the BASIC Ten-Liners contest 2015 held by the ABBUC BASIC NOMAM group. This game has exactly 10 lines: lines 0-9. I number it this way to ensure I don't go over 9 lines.