

- **Poke Pig: BASIC Tenliners Contest 2019 entry**

My third grade teacher hated me and told my mom that I would grow up to be a serial killer. (This turned out to be inaccurate.) She also taught me the dice game “Pig.” In our class, the teacher would roll two dice again and again. Students would add each dice roll to their score, and could quit at any time. But if the teacher rolled snake eyes, the game was over, and any students still playing were out with zero points.

My second 10-line BASIC contest entry is loosely based on the Pig game. It is a ridiculous self-modifying program — instead of rolling dice, it pokes random numbers into random memory locations owned by BASIC. The player can choose how many random memory locations to POKE for points. The player wins if they quit before the game crashes.

I doubt the judges will like it, but I think it’s hilarious. It fits into the Pure-120 character category.

```
MULT=1:'multiplier increases for higher score offer as game progresses
DIM A(7),F$(8)
F$="\E7\DB\81\42\99\99\42\3C":'piggy face character
A(4)=50:A(5)=100:A(6)=250:'number of POKE choices

'instruction screen
GR.0
?"POKE PIG"
?"Choose how many random memory"
?"locations to POKE for points."
?"You win if you quit before"
?"the game crashes. If it crashes,"
?"you lose."?:?"Press trigger."
WHILE STRIG(0):WEND

'setup screen
GR.2:POKE 710,0:POKE 708,$4A

'move character to RAM so it'll get mangled
CH=(PEEK(106)-16)*256:MOVE 57344,CH,1024
'install custom pig face charcter
MOVE ADR(F$),CH+24,8:POKE 756,CH/256

LM=DPEEK(128):'lomem
MT=DPEEK(741):'memtop. We're going to only poke memory owned by BASIC.
Staying out of page zero, the display list, etc.

DO
  POS.0,0
  ?#6;"      # poke pig #"
  ?#6;"YOU HAVE ";S;" POINTS"

  POS.0,3
  ?#6;"CHOOSE:"
  FOR D=4 TO 6
    ?#6;" ";A(D);" POKES +";INT((A(D)*D*MULT)/2);"PTS"
  NEXT D
  ?#6;" OR...QUIT NOW"

  PAUSE 20
```

```

D=4

'choose item from menu
  WHILE STRIG(0)
    POS.0,D:?"#6;" "
    D=D+( (STICK(0)=13) - (STICK(0)=14) )
    IFD<4:D=4:ENDIF
    IFD>7:D=7:ENDIF
    POS.0,D:?"#6;">"
    PAUSE 5
  WEND

'chose Quit
  IF A(D)=0
    POS.0,8
    ?#6;"YOU WIN WITH "?:?"#6;S;" POINTS!"
    IF S
      ?"Coldstart now. Really."
    ELSE
      ?"Wimp."
    ENDIF
  END
ENDIF

'choose to POKE.
MAX=A(D)
FOR X=1 TO MAX
  POSITION 8,9
  ?#6;MAX-X;" "
  POKE RAND(MT-LM)+LM,RAND(256)
  Y=50-X*2
  IF Y>0
    PAUSE Y:'speeding up as it works is fun
  ENDIF
  SOUND 0,99,10,10
  PAUSE 2
  SOUND
NEXT X
S=S+INT( (A(D) *D*MULT) /2)
MULT=MULT*1.25:'next points offer is higher
LOOP

```