Program:

Snake

```
:  5→dim(LSX)
:  5→dim(LSY)
:  AxesOff
:  FnOff
:  0→Xmin
:  94→Xmax
:  0→Ymax
:  ⁻62→Ymin
:  ClrDraw
:  RecallPic 9
:  Pause
:  randInt(1,49)→A
:  randInt(1,61)→B
:  Pt-On(B,A)
:  20→X
:  30→Y
:  5→S
:  1→U
:  1→M
:  0→F
:  Menu("SNAKE
   1.2","EASY",1,"MEDIUM",2,"HAR
   D",3,"OPEN (NO HS)",7)
:  Lbl 1
:  35→O
:  Goto 4
:  Lbl 2
:  15→O
:  Goto 4
:  Lbl 3
:  1→O
:  Goto 4
:  Lbl 7
:  1→F
:  Line(0,0,94,0)
:  Line(94,0,94,⁻62)
:  Line(94,⁻62,0,⁻62)
:  Line(0,⁻62,0,0)
:  1→O
:  Goto 5
:  Lbl 4
:  Line(0,0,50,0)
:  Line(50,0,50,⁻62)
:  Line(50,⁻62,0,⁻62)
:  Line(0,⁻62,0,0)
:  Text(0,52,"SNAKE 1.2")
:  Text(9,52,"BY: EVAN A.")
:  Text(18,52,"HIGHSCORES")
:  Text(24,52,"1⁻ ", LSNASR(1)
:  Text(30,52,"2⁻ ", LSNASR(2)
:  Text(36,52,"3⁻ ", LSNASR(3)
:  Lbl 5
:  getkey→T
:  If T=102 and F≠1:Then
:  S+5→S
:  5+dim(LSX)→dim(LSX)
:  5+dim(LSY)→dim(LSY)
:  2→F
:  Text(42,52,"CHEATER!")
:  End
:  If T=105:Then
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: Text(48,52,"PAUSE")
: Pause
: Text(48,52," *21 spaces here* ")
: End
: For(R,1,0,1)
: End
: If (T=26 or T=84) and U≠3
: 1→U
: If (T=25 or T=73) and U≠4
: 2→U
: If (T=24 or T=82) and U≠1
: 3→U
: If (T=34 or T=93) and U≠2
: 4→U
: If U=1
: X+1→X
: If U=2
: Y-1→Y
: If U=3
: X-1→X
: If U=4
: Y+1→Y
: Pxl-On(B,A)
: If X=A and Y=B:Then
: Pxl-Off(B,A)
: 5+dim(LSX)→dim(LSX)
5+dim(LSY)→dim(LSY)
: Repeat pxl-Test(B,A)≠1
: If F=0 or F=2:Then
: randInt(1,49)→A
: randInt(1,61)→B
: Else
: randInt(1,93)→A
: ⁻randInt(⁻1,⁻62)→B
: End
: End
: S+5→S
: If F=0
: Text(42,52,S)
: End
: If pxl-Test(Y,X)
: Goto 6
: Pxl-On(Y,X)
: Pxl-Off(LSY(M), LSX(M))
: Y→LSY(M)
: X→LSX(M)
: M+1→M
: If M=S
: 1→M
: Goto 5
: Lbl 6
: Text(48,52,"GAME OVER")
: If F=0:Then
: For(R,1,3,1)
: If S>LSNASR(R):Then
: Text(2,2,"HIGHSCORE!!")
: Text(8,6,R)
: For (V,4,R,⁻1)
: LSNASR(V)→ LSNASR(V+1)
: End
: S→LSNASR(R)
: 4→R
: End
: End
: End
: Delvar LSX
: Delvar LSY
```

Note:

*This section assumes that the user has “pic 9”. It is optional code and can be removed.

*These highlighted portions are created lists for the program. The user must create these by themselves manually. See Snake’s program page for more info.

*Twenty-one actual spaces are inserted here when writing program.

*Certain functions may not be found in the TI Catalog (2^{nd},0). See Snake’s program page for more info.

Program, credit, and originality by Alex W., an acquaintance.