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1 REM***** GAME LOADER For use with the MULTIFACE II *****
2 REM*****          For The AMSTRAD 464/664/6128          *****
3 REM*****          *****          *****          *****
4 REM*****          (c) Craig Nicholls for Megacomp Magazine *****
5 REM*****          2/8/88          *****
6 REM*****          *****          *****          *****
7 REM
10 INK 0,1:INK 1,6:INK 2,24
20 BORDER 1:CLS:MODE 1
30 PEN 2:LOCATE 1,23:PRINT "Ensure switch on MULTIFACE
unit is DOWN":LOCATE 12,24:PRINT "Now Press A Key!":CALL
&BB18:CLS
40 WINDOW#1,9,31,7,17:PAPER#1,0:CLS#1:REM <- Change
dimensions to suit filenames being used >
50 PRINT#1:PEN#1,2:PRINT#1," SELECT : "
60 PRINT#1:PEN#1,1:PRINT#1,"      1.Donk The Zungoids"
70 PRINT#1:PRINT#1,"      2.MegaNuke"
80 x$=INKEYS:IF x$="" THEN 80
90 x=VAL(x$):IF x<1 OR x>2 THEN 80
100 IF x=1 THEN game$="DTZGAME":scr$="DTZSCR":ELSE IF x=
2 THEN game$="NUKEGME":scr$="NUKESCR"
110 MEMORY &4000:LOAD scr$
120 CALL &8000:CALL &BB18
130 RUN game$
140 END

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