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5 REM      Q-BERT LOADER PROGRAM
6 REM      (C) 1986 DONNIE RUSSELL
7 REM -----
10 POKE53281,0:POKE53280,0:POKE646,7
20 PRINT"QQQQQQQQQQQQQ"
30 PRINT"DO NOT REWIND TAPE UNTIL GAME BEGINS"
40 PRINT"KEEP PLAY KEY ON DATACASSETTE DEPRESSED";
50 FORX=1TO3000:NEXT
70 PRINTSPC(15)"LOADING...":POKE646,0:FORX=1TO1000:NEXT
80 QS=CHR$(34):DS=CHR$(17)
90 PRINT"$$D$D$D$"POKE44,9:POKE9*256,0:NEW"
100 PRINTD$D$"LOAD"QS"Q-BERT GAME"QS",8"
110 PRINTD$D$D$D$D$D$"RUNS"
120 FORK=1TO7:POKE630+K,13:NEXT:POKE198,7
```