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## APPENDIX

### PROGRAMS SUPPLIED ON THE CASSETTE

The programs are located on the tape in a convenient order. Where two programs are required in sequence they are placed in order. The files are as follows:

Introduction	INTRO (M/CODE) (Normal sprite code) (PART_1) (PART_2)
Sprite definer	DEFINER (DEF_1) (DEF_2)
Super sprite code	SS/CODE
Demonstrations	M/CODE DEMO:1  M/CODE DEMO:2  M/CODE DEMO:3  M/CODE DEMO:4  M/CODE DEMO:5  SS/CODE DEMO:6  CODE_2 DEMO:7

If the program name is enclosed in brackets this means that it is automatically called by a previous program.

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The introduction should be loaded by

**CHAIN "INTRO"**

and the sprite definer by:

**CHAIN "DEFINE"**

Access to the machine code routines, and to the sprite definer are described in sections 4 and 6 respectively.

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