
3. GETTING STARTED

The tape or disc supplied with this pack contains a number of programs. These are as follows:

1. An overview and an introductory display of sprites moving about the screen.
2. A sprite definer program.
3. A machine code sprite routine, into which you may load your sprite definitions.
4. An alternative machine code routine, for use with super sprites.
5. Seven demonstration programs, to show exactly how to use various features of the sprite pack.

These features will be explained in the course of this manual, but to get started, you may care to run the Introduction file on the cassette or disc. This makes a few general comments about sprites, and displays a number of sprites on the screen.

Cassette users should do this by typing:

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CHAIN ""
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and pressing Return. Cassette users should refer to the appendix for a full list of the programs on the tape.

Disc users should press Shift-Break (ie. hold down the Shift key, then hit Break), to display the menu, and then select option 1.

At this point you may also like to look at the demonstration programs which form part of the package. In this case please refer to section 7 of this manual.