



Dragon Rampant

In the next instalment we will publish the knight and dragon game, which uses Commodore LOGO's sprite facilities to explore the pursuit algorithm in the bug demonstration. The sprites shown here are suggested shapes for use in the game

Logo Flavours

Neither Spectrum LOGO nor the Apple LOGOs features sprite graphics.

Atari users should note the following differences:

- 1) There are only four sprites available.
- 2) For SETSHAPE use SETSH.
- 3) The sprite editor is included among the primitives. Pressing the Space bar fills an empty pixel, or blanks a filled one.

