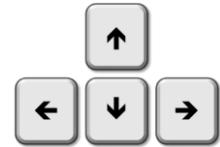


How to control your sprite...



...using the arrow keys

Step 1 – Add the following code to your sprite:

```
when up arrow key pressed
point in direction 0
move 10 steps
```

```
when left arrow key pressed
point in direction -90
move 10 steps
```

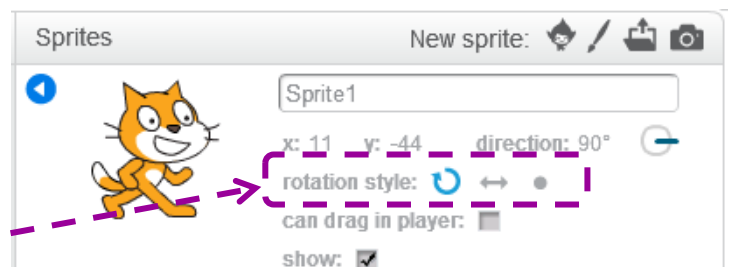
```
when right arrow key pressed
point in direction 90
move 10 steps
```

```
when down arrow key pressed
point in direction 180
move 10 steps
```


Step 2 – If you don't want your sprite to rotate, click on the blue "i" icon on your sprite.



Try these options to find the one you need.



...using the mouse pointer

Instead of using the arrow keys you may prefer your sprite to follow your mouse pointer. 

To do so add the following code to your sprite:

```
when green flag clicked
forever
point towards mouse-pointer
move 10 steps
```