

```
"===== BEGIN SPRITE DRAW CODE
call clear 150 , 250
for height = 0 - spry to spry
call sphere 0 , 0 - 20 , 0 , 10 , cyan
"legs
for i = 0 to 4
call sphere 15 , 0 - 20 - i * 15 , 0 , 10 , cyan
call sphere 0 - 15 , 0 - 20 - i * 15 , 0 , 10 , cyan
call sphere 35 , 40 - i * 15 , 0 , 10 , cyan
call sphere 0-35 , 40 - i * 15 , 0 , 10 , cyan
next i
"foot and hand
call sphere 15 , 0-95 , 0 , 8 , cyan
call sphere 15 , 0-95 , 0-8 , 8 , cyan
call sphere 0-15 , 0-95 , 0 , 8 , cyan
call sphere 0-15 , 0-95 , 0-8 , 8 , cyan
call sphere 35 , 0-35 , 0 , 8 , cyan
call sphere 0-35 , 0-35 , 0 , 8 , cyan
"body
call sphere 0 , 0 , 0 , 15 , cyan
call sphere 0 , 30 , 0 , 30 , cyan
call sphere 25 , 45 , 0 , 15 , cyan
call sphere 0-25 , 45 , 0 , 15 , cyan
"head
call sphere 0 , 80 , 0 , 20 , cyan
call sphere 0 , 70 , 0-20 , 13 , cyan
call sphere 20 , 80 , 0 , 7 , cyan
call sphere 0-20 , 80 , 0 , 7 , cyan
call sphere 0-10 , 90 , 0-14 , 10 , white
call sphere 0-10 , 90 , 0-24 , 5 , gray
call sphere 10 , 90 , 0-14 , 10 , white
call sphere 10 , 90 , 0-24 , 5 , gray
next height
call save "monkey"
"===== END SPRITE DRAW CODE
```