

"===== BEGIN SPRITE DRAW CODE

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call clear 64 , 64
call save "empty"
call boxfil 25 , 25 , 64 - 25 , 64 - 25 , blue , black
call save "pil"
call boxfil 10 , 10 , 54 , 54 , cyan , black
call save "super"
call boxfil 0 , 0 , 64 , 64 , gray , black
darkgray = mix( gray , .5 , black )
call drawline 0 , 8 , 64 , 8 , 5 , drakgray , black
call drawline 0 , 56 , 64 , 56 , 5 , darkgray , black
call drawline 32 , 0 , 32 , 8 , 5 , darkgray , black
call drawline 32 , 56 , 32 , 64 , 5 , darkgray , black
call drawline 8 , 8 , 8 , 56 , 5 , darkkgray , black
call drawline 56 , 8 , 56 , 56 , 5 , darkgray , black
call save "wall"
call clear 64 , 64
call elipsefil 31 , 31 , 20 , 20 , red , black
call save "warning"
call elipsefil 16 , 31 , 10 , 10 , white , black
call elipsefil 16 , 31 , 6 , 6 , black , black
call elipsefil 64 - 16 , 31 , 10 , 10 , white , black
call elipsefil 64 - 16 , 31 , 6 , 6 , black , black
call save "hunt"
call clear 64 , 64
call elipsefil 31 , 31 , 20 , 20 , green , black
call save "caught"
call elipsefil 16 , 31 , 10 , 10 , white , black
call elipsefil 16 , 31 , 6 , 6 , black , black
call elipsefil 64 - 16 , 31 , 10 , 10 , white , black
call elipsefil 64 - 16 , 31 , 6 , 6 , black , black
call save "flee"
call clear 64 , 64
call elipsefil 31 , 31 , 25 , 25 , yellow , black
call elipsefil 16 , 31 , 10 , 10 , white , black
call elipsefil 16 , 31 , 6 , 6 , black , black
call elipsefil 64 - 16 , 31 , 10 , 10 , white , black
call elipsefil 64 - 16 , 31 , 6 , 6 , black , black
call save "hunt"
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"===== END SPRITE DRAW CODE