

```

%!
<< /PageSize [425 425] >> setpagedevice

%initializing variables, do not edit
/vampire 0 def /ghost 0 def /medusa 0 def /zombie 0 def /mummy 0 def

% number of ...
/blue 0 def
/pink 0 def
/goldenrod 0 def
/red 0 def
/yellow 0 def

%Some occasionally shy monsters
/vampire 10 def
/ghost 10 def
/medusa 15 def
/zombie 15 def
/mummy 20 def

%Some Drawing Functions
/drawshape1 { /s exch def 0 s 65 64 div mul neg moveto 60 sin s mul 60 cos
s mul rlineto 0 s rlineto 60 sin s mul neg 60 cos s mul rlineto 60 sin s
mul neg 60 cos s mul neg rlineto 0 s neg rlineto 60 sin s mul 60 cos s mul
neg rlineto closepath } def
/drawshape2 { /s exch def 0 s 50 64 div mul neg moveto 2 s mul 0 rlineto 2
s mul 60 cos mul neg 2 s mul 60 sin mul rlineto closepath } def
/drawshape3 { /s exch def 0 s 2 div neg moveto s 0 rlineto 0 s rlineto s
neg 0 rlineto closepath } def
/drawshape4 { /s exch def 0 s 2 div neg moveto 5 {s 0 rlineto 72 rotate}
repeat closepath } def
/drawshape5 { /s exch def 0 0 s 0 360 arc closepath } def

% bounding box
newpath 0 0 moveto 425 0 lineto 425 425 lineto 0 425 lineto closepath
stroke

gsave newpath 15 pink mul 265 translate medusa drawshape3 0 setgray stroke grestore
gsave newpath 47 goldenrod mul 30 pink mul translate 180 rotate zombie drawshape4 0 setgray stroke grestore

gsave newpath 17 yellow mul 23 blue mul translate ghost drawshape1 0 setgray stroke grestore
gsave newpath 10 yellow mul 265 translate zombie drawshape3 0 setgray stroke grestore
gsave newpath 42 blue mul 39 goldenrod mul translate mummy drawshape2 0 setgray stroke grestore

gsave newpath 24 blue mul 130 translate vampire drawshape5 0 setgray stroke grestore
gsave newpath 287 42 blue mul translate zombie drawshape4 0 setgray stroke grestore
gsave newpath 40 red mul 225 translate 0 10 neg translate 180 rotate ghost drawshape2 0 setgray
stroke grestore

```

```
gsave newpath 28 goldenrod mul 202 translate ghost drawshape1 0 setgray stroke grestore
gsave newpath 70 12 yellow mul translate 90 rotate vampire drawshape1 0 setgray stroke grestore
gsave newpath 160 36 red mul translate 0 10 neg translate 90 rotate mummy drawshape2 0 setgray
stroke grestore
```

```
gsave newpath 46 blue mul 375 translate mummy drawshape2 0 setgray stroke grestore
gsave newpath 137 32 blue mul translate vampire drawshape5 0 setgray stroke grestore
gsave newpath 44 blue mul 15 blue mul translate medusa drawshape4 0 setgray stroke grestore
```

showpage

