```
10 REM          BERT

20 REM     BY  NICK HUTTON

90 MODE 1:INK 0,26:INK 1,0:INK 2,6:INK 3,24:BORDER 15:PAPER 2:PEN 3
   :FOR a=1 TO 25:PRINT STRING$(40,207);:NEXT

40 FOR z=0 TO 1:p=2:x=244+z*152:y=220:rx=30:ry=35:GOSUB 90:NEXT
   :y=200:x=320:rx=70:ry=130:GOSUB 90:FOR z=0 TO 1:FOR w=0 TO 1:p=-1+w
   :rx=24-w*12:ry=rx:x=290+z*60:y=220-w*10:GOSUB 90:NEXT w,z:p=1:x=320
   :y=174:rx=28:ry=40:GOSUB 90

50 FOR a=264 TO 376 STEP 2:PLOT a,233+RND*4,1:NEXT

60 FOR a=-30 TO 30 STEP 3:PLOT 320+a,372-RND*5:DRAW 320+a*0.8,320:NEXT

70 PLOT 320,120:DRAWR 12,4:DRAWR 16,0:DRAWR 12,-4

80 GOTO 80

90 FOR c=0 TO 1:ry=ry-c*2:rx=rx-c*2:f=ry/rx:r2=rx*rx
   :FOR a=0 TO rx STEP 2:b=f*SQR(r2-a*a):FOR d=-1 TO 1 STEP 2
   :PLOT x+d*a,y+b,1+c*p:DRAWR 0,-2*b:NEXT d,a,c:RETURN
```

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10 REM              ERNIE

20 REM       BY NICK HUTTON

30 MODE 1:INK 0,26:INK 1,0:INK 2,6:INK 3,15:BORDER 6:PAPER 2:PEN 3
   :FOR a=1 TO 25:PRINT STRING$(40,207);:NEXT

40 FOR z=0 TO 1:p=2:x=200+z*240:y=220:rx=30:ry=30:GOSUB 90:NEXT
   :y=200:x=320:rx=130:ry=90:GOSUB 90:y=180:rx=100:ry=50:p=1:GOSUB 90
   :rx=110:ry=40:y=200:p=2:GOSUB 90:FOR a=190 TO 240 STEP 2:PLOT 200,a
   :DRAWR 240,0,3:NEXT

50 FOR z=0 TO 1:FOR w=0 TO 1:p=-1+w:rx=24-w*12:ry=rx:x=270+z*100:y=210
   :GOSUB 90:NEXT w,z:p=1:x=320:y=174:rx=30:ry=34:GOSUB 90

60 FOR a=0 TO 60 STEP 2:FOR z=0 TO 1:PLOT 240+z*100+a,243+RND*4
   :DRAWR 0,8+RND*4,1:NEXT z,a

70 FOR a=-100 TO 100 STEP 3:h=SQR(10200-a*a)/5:PLOT 320+a,302+h-RND*5,1
   :DRAW 320+a*0.8,260+h:NEXT

80 GOTO 80

90 FOR c=0 TO 1:ry=ry-c*2:rx=rx-c*2:f=rx/ry:r2=ry*ry:FOR a=0 TO ry STEP 2
   :b=f*SQR(r2-a*a):FOR d=-1 TO 1 STEP 2:PLOT x+b,y+d*a,1+c*p:DRAWR -2*b,0
   :NEXT d,a,c:RETURN
```