The SAS 6.06 Man cartoon demonstrates how the substantial number of symbols/characters available in SAS/GRAPH can be combined to create recognizable figures.

Using the label function from the annotate facility one can create pictures, diagrams, and many other embellishments to customize graphics output from SAS/GRAPH or to use as stand-alone displays. SAS 6.06 Man was created to make a comment on the current state of the new SAS release and as an exercise in the use of the annotate facility. The program was developed using PC SAS 6.04 on a 286 clone. The output was created using the APLPLUS driver to output a postscript graphics stream file which was printed on an Apple Laserwriter NTX. In the Annotate facility it is easiest to work when the cell size matches the smallest unit of the preview device, and thus lets you specify all integer values. The previews of this program were done using an EGA graphics card with HPOS=640 and VPOS=350, the resolution of the EGA display. The final coordinates are translated in the program to match the correct output device values. PC SAS was used over the logical choice of 6.06 due to hardware configurations limitations at our site. I see no reason why the program would not run under 6.06 with only minor site-specific modifications to the goptions; but based on all the strange things I have seen happen in 6.06 I wouldn't bet money on it.
Faster than a speeding COBOL program?
More powerful than 5.18?
Able to subset and process data in a single pass?

It's SASMAN...
...And his ever faithful zaps
filename gsfout 'b:\sasman.out';
/* Create GSF file for Apple Laserwriter */
goptions device=APLPLUS gsfname=GSFOUT gsflen=132
  hpos=80 vpos=43 nosymbol
  rotate=LANDSCAPE gaccess=SASGAEDT gsfmode=REPLACE noprompt;
**goptions Reset=ALL device=EGAL ;
data SASMAN;
  length style color $ 8 text $ 55 position $ 1;
  input @001 x
  @009 y
  @018 style
  @022 size
  @027 rotate
  @036 color
  if _N_ EQ 1 then do;
    position='3'; text='Faster than a speeding COBOL program?';
  end;
  if _N_ EQ 2 then do;
    position='6'; text='More powerful than 5.1S?';
  end;
  if _N_ EQ 3 then do;
    position='9';
    text='Able to subset and process data in a single pass?';
  end;
  if _N_ EQ 4 then do;
    position='1'; text='It's SASMAN...';
  end;
  if _N_ EQ 5 then do;
    position='4'; text='...And his ever faithful zaps';
  end;
  if _N_ GE 6 then
    position='5'; /* Center Text On Point */
x=x/8; y=y/8.14; size=size/8; /* Scale coordinates */
if x LT 0 then do; /* Flag observation to draw zaps */
  rotate=.; curxb=20; curxg=45; /* Start position boy and girl */
do until (x GE 70); /* Draw line of zap people alternate */
  x=curxb/8; y=45/8.14; style='MARKER';
  size=50/8;
  color='grayaa'; text='Q'; /* Gray color zap boy */
  output;
  x=curxg/8; text='R'; /* Gray color zap girl */
  output;
  curxb+50; curxg+50; /* Increment for next set */
end;
x=0;
curxb=20; curxg=45;
do until (x GE 70); /* Draw design on each zap person */
  x=curxb/8; y=50/8.14; style='MUSIC';
  size=10/8; color='black';
  text='L';
  output;
  x=curxg/8;
  output;
  curxb+50; curxg+50; /* Increment for next set */
end;
end;
output;
cards;
20 320 SWISSX 15.
35 320 SWISSX 15.
50 320 SWISSX 15.
520 200 SWISSX 10.
630 320 SWISSX 10.
320 255 CARTOG 55.
320 227 CARTOG 55.
310 240 SPECIAL 10.
330 240 SPECIAL 10.
320 230 SPECIAL 15.
320 223 MUSIC 20.
320 90 CARTOG 120.
320 180 SIMPLEX 120.
270 198 SWISL 80 -20.
418 188 SWISL 80 20.
314 212 MUSIC 27 173.
350 204 MUSIC 27 5.
320 165 CARTOG 50.
320 171 SIMPLEX 9.
320 163 SIMPLEX 6.
320 155 SIMPLEX 9.
250 115 MATH 25.
390 114 MATH 25.
250 115 MATH 12.
389 115 MATH 12.
252 35 WEATHER 25.
387 35 WEATHER 25.
-8 0 0.

proc ganno anno=sasman;
run;

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