

Start	Lb1 0
Initiates variables	DelVar GDelVar TSetUpEditor BUNNY SetUpEditor {105,21,22,11,12,13,14,15→L6 7→dim(LBUNNY LBUNNY
Creates a new file if none previously existed	If e≠10fPart(Ans(7:{1,9.9,9,0,0,5,0→LBUNNY ClrHome Disp " WELCOME TO Output(3,3,"BUNNY GOTCHI Output(5,7,"v1.8 Output(8,2,"BY JAMES KANJO Repeat getKey:End Menu("BUNNY GOTCHI","LOAD",L,"ERASE",E,"QUIT",Q Lb1 E
Erases saved file Resets the game	DelVar LBUNNYGoto 0 Lb1 L
Deletes the boolean "Quit" variable	DelVar Qrand(9 getKey→K
Creates delay to give user the opportunity to submit a keypress	e=10fPart(LBUNNY(7 If Ans and K=43:Then For(0,1,8:For(X,1,16 Output(0,X,"π End:End 20.75 End
Tests for first-time run	4Ans→L
If user presses the "PRGM" button, display π on the screen	Repeat Q If 0:Then Lb1 M:2→L
Initiate "restore perfect health" procedure	End If not(L:Then 0:Menu("GAME SPEED","FAST",3,"MED -RECOMMEND",2,"SLOW",1 Lb1 1 10 Lb1 2 Ans+8 Lb1 3 Ans+2+e/10→LBUNNY(7 4→L
If first-time run, select game-speed; otherwise calculate game variables	End If L=1:Then DelVar GgetKey Ansnot(max(Ans={21,105→K If max(Ans=L6:2→L End
Used to jump to menu without memory leaks	If L=1:Then ClrHome Disp "MENU:PRESS ENTER Output(7,13,"()()BUNNY'S MOOD"+Str2 sub(Str2,2,2→Str1 If fPart(LBUNNY(3:Then Output(3,14,")) Output(4,14,"((Output(5,14,"MMM End M
Animation delay speeds: Fast=2 Medium=10 Slow=20	If Ans=11 If M=4:12 If M and 1<LBUNNY(5:13 Ans→L If not(L:Then For(A,3,6 Output(A,5,Str3 End
Calculate game variables	
Deletes "Grown-up function" variable	
"Ignore impatient user"	
Animation	
Resets "Eyes" variable; necessary for animation interruption (i.e. access menu)	
If waste, display feces	
"Mood" Mood dictates animation to display: L=0, Dead L=11, Normal, happy or sleepy L=12, Terminally ill L=13, Sleeping	
Dead Bunny Gotchi	

Moving Bunny Gotchi

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Output(4,6,Str1
Repeat max(Ans=L6
getKey→K:End
2→L
End
If L=11:Then
For(A,1,8
{2,1,1,1,2,3,3,3
Ans(A
For(B,3,6
Output(B,1+4(Ans=3),sub("    ()    ",1+4(Ans=1),8+4(Ans=2
Output(4,4Ans-2,Str1
End
If max(A={3,7
sub(Str2,2,2→Str1
If A=2
"--→Str1
If A=6:Then
"?
If .3<abs(1-LBUNNY(5
"^^
If Ans="?"
"--
Ans→Str1
End
rand(.5D
getKey→K
If max(Ans=L6
9→A
End
3-(A=10→L
End

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Terminally ill Bunny Gotchi

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If L=12:Then
Output(3,5,Str3
Output(4,5,Str3
For(A,5,6
Output(A,4,"[()()]"
End
Output(6,5,"++++
For(A,0,3
Output(4,6,"<>
rand(3D
Output(4,6,Str1
rand(3D
getKey→K
If max(Ans=L6
4→A
End
3-(A=5→L
End

```

Sleeping Bunny Gotchi

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If L=13:Then
Output(8,14,"--
Output(3,5,Str3
Output(4,5,Str3
Output(4,6,"--
For(A,5,6
Output(A,4,"[()()]"
End
DelVar AOutput(6,5,"++++
Repeat A or not(fPart(Ans
Output(2,10,"Z
Output(3,9,"^2
rand(4D
Output(2,10,"^2
Output(3,9,"

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	<pre> rand(4D getKey→K max(Ans=L6→A .1+LBUNNY(5→LBUNNY(5 End If not(fPart(Ans:Then 0→LBUNNY(5:4 Else 2:End Ans→L End End </pre>
End of L=1; Animation	
If "quick buttons" activated, run function	<pre> If K(L=2 and K≠21 and K≠105 -2→L </pre>
Menu	<pre> If L=2:Then getKey ClrHome Disp "PRESS TOP BUTTON "----- Output(5,1,"+---+---+---+---+!ST!FD!HG!FT!OP!" +Ans+Ans+"BUNNY'S MOOD"+Str2 Repeat max(K=L6 Output(4,5,"-PAUSED- rand(3D Output(4,5," rand(3D getKey→K End 2 If K=21 or K=105:1 Ans→L End </pre>
Perform function	<pre> If 2=abs(L:Then </pre>
Deletes "Network" variable	<pre> DelVar NK=22→Q If K=12:6 If K=13:7 </pre>
If completely tired, disallow "food" and "hygiene" menus	<pre> If int(LBUNNY(5:1 If K=14:8 </pre>
If dead or sleeping, disallow "food", "hygiene" and "fitness" menus	<pre> If M=0 or 1<LBUNNY(5:1 If K=11:5 If K=15:9 DelVar KAns→L End </pre>
Aging Process	<pre> If L=3:Then LBUNNY(1 </pre>
If older than 20, pretend age is 20; this is for fitness calculations	<pre> If 20<Ans:20 Ans→A LBUNNY </pre>
Increases hunger & thirst If at the lowest weight, double hunger increase rate	<pre> Ans(2)-2.1+.1not(fPart(Ans(2)))+(int(2.5A)<int(Ans(6 If Ans<0:fPart(2+Ans Ans→LBUNNY(2 getKey </pre>
Increases age	<pre> .1+LBUNNY(1→LBUNNY(1 </pre>
If 18 years old (exactly), provide adulthood message	<pre> If Ans=18:Then ClrHome Disp "THANK YOU!", "", "YOU HAVE TAKEN", "GOOD CARE OF ME.", "", "I CAN LOOK AFTER", "MYSELF NOW!" Repeat getKey:End End LBUNNY(1 If 20<Ans:20 </pre>
Decrease weight, but not less than the minimum weight	<pre> int(max({2.5Ans, LBUNNY(6)-1 Ans+fPart(LBUNNY(6→LBUNNY(6 LBUNNY(3 </pre>
Decrease hygiene If waste exists, double hygiene decrease rate	<pre> If int(Ans-2+not(fPart(Ans Ans+(Ans<0→LBUNNY(3 </pre>

Decrease strength	LBUNNY(4 If Ans:Ans-.1→LBUNNY(4
Decrease consciousness, unless completely tired already	LBUNNY(5 Ans+.1-.1(Ans=1→LBUNNY(5
If 18 or older, perform self- maintenance functions	18≤LBUNNY(1→G End
Grown-up Functions	If G:Then LBUNNY(1 If 20<Ans:20 Ans→A 0
If overweight, exercise If tired, sleep If at lowest weight, eat If hungry, eat If thirsty, drink If dirty, wash If there's waste, dispose	If 5A<int(LBUNNY(6:81 If .8<LBUNNY(5:82 If int(2.5A)≥int(LBUNNY(6:61 If 3>int(LBUNNY(2:61 If .3>fPart(LBUNNY(2:62 If 3>int(LBUNNY(3:71 If fPart(LBUNNY(3:72 Ans→G
If no function performed, continue aging process	Ans+3not(Ans→L End If L=3:Then
Every 3rd, 6th and 9th month of the Bunny Gotchi year, give opportunity to produce waste	LBUNNY If not(fPart(Ans(3 Ans(3)+.1randInt(0,1)max({3,6,9}=10fPart(Ans(1→LBUNNY(3 If T:T+1→T
If terminally ill, age the death clock by 1	4→L End
Calculate Variables	If max(L={4,5}:Then
Set animation delay	int(LBUNNY(7→D LBUNNY(1 If 20<Ans:20
Calculate fitness; determined by kilograms overweight	100+(5Ans<int(LBUNNY(6))) (25Ans-5int(LBUNNY(6 Ans(0≤Ans→F LBUNNY
Calculates if terminally ill	(T+(T=0))not(F and int(Ans(2)) and fPart(Ans(2)) and int(Ans(3→T If T=4
If death clock has expired, die	3+fPart(LBUNNY(5→LBUNNY(5 LBUNNY
Calculate self-esteem; an average of hunger, thirst, hygiene and fitness percentages	E/9{int(Ans(2)),10fPart(Ans(2)),int(Ans(3 mean(augment(Ans,{F→E 1
Determine mood: M=0, Dead M=1, Normal M=2, Happy M=3, Sleepy M=4, Crying	If E≥80:2 If .4>abs(1-LBUNNY(5:3 If T:4 Ansnot(3=int(LBUNNY(5→M "++ If M:".. If M=2:"^^ If M=3:",, If M=4:"≤≤ Ans→Str1 "("+Ans+)→Str2 "()→Str3 1+4(L=5→L End
Statistics	If L=5:Then ClrHome Disp "AGE","WEIGHT","HUNGER","THIRST","HYGIENE","FITNESS","ESTEEM Output(8,1,"STRENGTH For(0,1,8 Output(0,9," : °/□ End Output(1,14,"YRS Output(2,14,"KGS

	<pre> Fix 0 LBUNNY Output(8,11,ε3/99Ans(4 Output(4,11,ε3/9fPart(Ans(2 iPart(Ans Output(1,11,Ans(1 Output(2,11,Ans(6 Ansε2/9 Output(3,11,Ans(2 Output(5,11,Ans(3 Output(6,11,F Output(7,11,E Float Repeat max(Ans=Lε:getKey:End Ans→K 2→L End </pre>
Digestion	<pre> If L=6:Then 0:Menu("FOOD + DRINK", "CARROT", DA, "WATER", DB, "BACK", M Lb1 DB 1 Lb1 DA 10L+Ans+1→L End </pre>
Hygiene	<pre> If L=7:Then 0:Menu("HYGIENE", "HAVE A WASH", HA, "DISPOSE POO", HB, "BACK", M Lb1 HB 1 Lb1 HA 10L+Ans+1→L End </pre>
Fitness	<pre> If L=8:Then 0:Menu("FITNESS", "EXERCISE", FA, "SLEEP IN BED", FB, "CONNECT BUNNYS", FC, "BACK", M Lb1 FC 2 Lb1 FB Ans+1 Lb1 FA 10L+Ans+1→L End </pre>
Options	<pre> If L=9:Then Menu("OPTIONS", "BACK", M, "GAME SPEED", S, "QUIT", Q Lb1 S 0→L End </pre>
Eat	<pre> If L=61:Then ClrHome Disp "EATING CARROTS For(0,3,6 Output(0,6,Str3 End Output(4,6,Str2 Output(4,2,"!!! rand(3D For(0,2,4 Output(4,0," rand(2D End Output(4,7,"^^ rand(2D 2+LBUNNY(2 If Ans≥10:9+fPart(Ans Ans→LBUNNY(2 2+LBUNNY(6→LBUNNY(6 4→L </pre>

Drink

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End
If L=62:Then
ClrHome
Disp "DRINKING WATER
For(0,3,6
Output(0,7,Str3
End
Output(4,7,Str2
Output(4,11,"/-
For(0,2,4
Output(0,13,"[
Output(0,16,"]
End
Output(2,14,"--
rand(3D
For(0,2,3
Output(0,14,"
Output(0+1,14,"--
rand(2D
End
Output(4,14,"
Output(4,8,"^^
rand(2D
LBUNNY(2
If .1≥fPart(.2+Ans:.7+int(Ans
.2+Ans→LBUNNY(2
4→L
End

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Wash

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If L=71:Then
ClrHome
Disp "HAVING A WASH
For(0,3,6
Output(0,7,Str3
End
Output(4,7,Str2
rand(D
For(V,1,8
Output(9-V,1+not(fPart(.5V)), "0 0 0 0 0 0 0 0
rand(.5D
End
Output(1,1,"ALL CLEAN!
For(0,2,7,5
Output(0,6,"+----+
End
For(0,3,6
Output(0,6,"!"+Str3+"!
End
Output(4,8,"^^
9+fPart(LBUNNY(3→LBUNNY(3
4→L
End
If L=72 and not(fPart(LBUNNY(3:1→L

```

Dispose

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If L=72:Then
ClrHome
Disp "DISPOSING P00
For(0,3,6
Output(0,1,Str3
End
Output(4,2,"··
Output(5,14,")))
Output(6,14,"(((
Output(7,14,"MMM
rand(4D
For(0,5,9
Output(5,5+0,"

```

Exercise

Sleep

Restore Perfect Health

Connect Bunnies

Quit

```

Output(6,6+0,"
Output(7,7+0,"
rand(2D
End
Output(4,2,"^^
int(1BUNNY(3→1BUNNY(3
4→L
End
If L=81 and .4>abs(1-1BUNNY(5:1→L
If L=81:Then
ClrHome
Disp "EXERCISING
For(0,3,6
Output(0,6,Str3
End
Output(4,6,Str2
rand(2D
Output(5,5,"() ()
rand(2D
Output(5,5,"() ()
rand(2D
Output(6,5,"() ()
rand(2D
Output(3,6,"
Output(4,7,")(
Output(5,6,Str2
Output(6,4,Str3+Str3
rand(2D
Output(3,6,"() ()
Output(4,6,Str2
Output(5,7,")(
Output(6,4,"() ()
rand(2D
Output(6,5,"() ()
Output(4,7,"^^
rand(2D
1BUNNY(1
If 20<Ans:20
int(max({2.5Ans,1BUNNY(6)-1
Ans+fPart(1BUNNY(6→1BUNNY(6
.2+1BUNNY(4
Ans(10>Ans)+9.9(10≤Ans→1BUNNY(4
.1+1BUNNY(5→1BUNNY(5
4→L
End
If L=82 and .3<abs(1-1BUNNY(5:1→L
If L=82:Then
If T:T-1→T
1.1→1BUNNY(5
1→L
End
If L=83:Then
1BUNNY
{Ans(1),9.9,9,Ans(4),0,0,Ans(7→1BUNNY
1BUNNY(1
If 20<Ans:20
int(4Ans)+fPart(1BUNNY(6→1BUNNY(6
4→L
End
If L=84:Then
Pause "IN MAINTENANCE
1→L
End
End
Lb1 Q

```

Bunny Gotchi v1.8

If not played, delete saved file

```
DelVar Str1DelVar Str2DelVar Str3ClrList L6
ClrHome
If e#10fPart(LBUNNY(7):DelVar LBUNNY
Disp "BUNNY GOTCHI
Output(8,5,"-JAMES KANJO
rand(50
ClrHome
"
```