Data Storage: ∟BUNNY

1.	Age	.Months	
2.	Food	.Drink	
3.	Hygiene	.Feces	
4.	Asleep	.Fatigue	Asleep when iPart > 1; Dead when iPart = 3
5.	Weight	.Instant Startup	(Instant startup was intended but never surfaced)
6.	Delay	.File Exists	If fPart = .1 of *e*

Real Variables

A.	Temporary	
B.	Temporary	
D.	Delay	Animation
E.	Happiness	Average of *food, drink, cleanliness* and *fitness*
F.	Fitness	Is 100% **minus** 5% for every kilogram overweight
G.	Grown up	Used to activate the "grown-up" functions
K.	getKey	Where the getKey is stored for reference
L.	Label	Determines what function should be activated
M.	Mood	Dead=0, Normal=1, Happy=2, Sleepy=3, Crying=4
N.	Network	Used in "Connect Bunnys" feature
Q.	Quit	Boolean — Quits the game when ≠ 0
T.	Terminally ill	Is 0 unless *food, drink, cleanliness* and *fitness* = 0

Labels: L=

0 Delay Selection	6 Digestion
1 Animation	61　　Eat
0　　Dead	62　　Drink
11　　Normal	7 Hygiene
12　　Crying	71　　Wash
13　　Sleeping	72　　Dispose
2 Menu	8 Fitness
2.1　　Perform Function	81　　Exercise
3 Aging Process	82　　Sleep
G　　Grown-up Functions	83　　Restore Perfect Health
4 Calculate Variables	84　　Connect Bunnies
5 Statistics	9 Options

String Variables

Str1 = Bunny's mood
Str2 = Bunny's face
Str3 = Bunny's body
Str4 = Temporary mood variable