Source Code

```
ClrHome
DelVar GDelVar θDelVar UDelVar R"()()→Str8
SetUpEditorBUNNY
20→dim(∟BUNNY
SetUpEditor
{105,21,22,11,12,13,14,15→L₆
Disp "   WELCOME TO
Output(3,3,"BUNNY GOTCHI
Output(5,3,"VERSION: 1.6
Output(8,2,"BY JAMES KANJO
Repeat getKey:End
Lbl ST
ClrHome
Menu("LOAD BUNNY","LOAD",LD,"CREATE NEW",N,"QUIT",QT
Lbl LD
If e=∟BUNNY(19
Goto 5B
Disp "NO FILE TO LOAD!
Repeat getKey:End
Goto ST
Lbl 5B
getKey→Z
∟BUNNY(16→Y
∟BUNNY(14→W
If Z=43:Then
        For(θ,1,8
            For(X,1,16
                Output(θ,X,"π
            End:End:End
If Z=43
Goto 3B
19→dim(∟BUNNY
Goto D
Lbl N
{ε2,ε2,ε2,0,1,5,0,0,0,0,ε2,0,0,0,0,0,0,0,0,e→BUNNY
ε2→U
Lbl GS
Menu("CALCULATOR SPEED","FAST",2P,"MED -RECOMMEND",3P,"SLOW",4P
Lbl 2P
6→∟BUNNY(16
Ans→Y
Goto 5A
Lbl 3P
10→∟BUNNY(16
Ans→Y
Goto 5A
Lbl 4P
20→∟BUNNY(16
Ans→Y
Lbl 5A
If U≠ε2
Goto MF
1→U
Goto AF
Lbl D
getKey
Ansnot(max(Ans={21,105→Z
If max(Ans=L₆:Goto MS
DelVar GL BUNNY(14→θ
If not(θ:"++
```

Comment [JK1]:
Setup Required Variables
Sets up any saved file and resets the list editor

Comment [JK2]:
Setup Required Variables
Sets up any saved file and resets the list editor

Comment [JK3]:
Main Menu
Allows options to Load a saved file, Reset the game, View help instructions and an option to Quit

Comment [JK4]:
Load Code
Checks whether there is in fact a file to load. If there is the user is forwarded to the "Load Data" section, otherwise the user is told that there is "NO FILE TO LOAD!" and is returned to the "Main Menu"

Comment [JK5]:
Load Data
Loads necessary data to play, and if necessary, displays pi on the screen

Comment [JK6]:
New Game
Resets all variables for the game, and prepares the "Game Speed" section to play the game instead of going to the "Main Menu"

Comment [JK7]:
Game Speed
Allows user to change the animation interval speed

Comment [JK8]:
Exit Game Speed
If necessary, returns to the "Main Menu" rather than the "Automatic Functions" section

Comment [JK9]:
Display
Runs "Impatient User" code, performs "Quick Buttons" pressed, and ignores "ENTER" & "2nd" button presses

```
If θ=1:"≤≥
If θ=2:"..
If θ=3:"^^
If θ=4:",,
Ans→Str0
"("+Ans+")→Str9
ClrHome
Disp "MENU:PRESS ENTER
Output(7,13,"()()BUNNY'S MOOD"+Str9
If 1=∟BUNNY(4:Then
       Output(3,14,")))
       Output(4,14,"(((
       Output(5,14,"MMM
End
1→X
If ∟BUNNY(12:Goto D2
∟BUNNY(13→θ
If θ=1:Goto D4
If θ=2:Goto D3
Lbl D1
For(θ,3,6
       Output(θ,5,Str8
End
Output(4,6,Str0
rand(Y
getKey→Z
If max(Z=L6:Goto MS
For(θ,3,6
       Output(θ,1,Str8+"
End
Output(4,2,Str0
DelVar Zrand(Y
getKey→Z
If max(Z=L6:Goto MS
Output(4,2,"--
rand(Y
getKey→Z
If max(Z=L6:Goto MS
Output(4,2,Str0
rand(Y
getKey→Z
If max(Z=L6:Goto MS
For(θ,3,6
       Output(θ,1,"     "+Str8
End
Output(4,6,Str0
rand(Y
getKey→Z
If max(Z=L6:Goto MS
For(θ,3,6
       Output(θ,5,"     "+Str8
End
Output(4,10,Str0
rand(Y
getKey→Z
If max(Z=L6:Goto MS
∟BUNNY(11
If Ans>40:Output(4,10,"^^
If Ans≤40:Output(4,10,"--
rand(Y
getKey→Z
If max(Z=L6:Goto MS
```

> **Comment [JK10]:**
> *Mood String Storer*
> *Stores mood as strings for easy recall throughout the program*

> **Comment [JK11]:**
> **Display Framework**
> Displays the basic animation screen, including any poo

> **Comment [JK12]:**
> *Goes To Specific Animation*
> *Goes to the sleeping, dying or dead animation – if necessary*

```
Output(4,10,Str0
Goto AF
Lbl D2
Output(8,14,"--
Output(2,10,"Z
For(θ,3,5
      Output(θ,5,Str8
End
Output(3,9,"²
Output(4,6,"--
For(θ,5,6
      Output(θ,4,"[
      Output(θ,9,"]
End
Output(6,5,"++++
rand(2Y
getKey→Z
If max(Z=L₆:Goto MS
Output(2,10,"²
Output(3,9,"
rand(2Y
getKey→Z
If max(Z=L₆:Goto MS
X+1→X
If X≠9:Goto D2
0→LBUNNY(12
ᴇ2→LBUNNY(11
1→U
Goto AF
Lbl D3
For(θ,3,6
      Output(θ,5,Str8
End
Output(4,6,Str0
Repeat max(Z=L₆
      getKey→Z:End
Goto MS
Lbl D4
For(θ,3,5
      Output(θ,5,Str8
End
Output(4,6,"<>
For(θ,5,6
      Output(θ,4,"[
      Output(θ,9,"]
End
Output(6,5,"++++
rand(Y
getKey→Z
If max(Z=L₆:Goto MS
Output(4,6,"≤≥
rand(Y
getKey→Z
If max(Z=L₆:Goto MS
X+1→X
If X≠5:Goto D4
Lbl AF
If LBUNNY(4:0→LBUNNY(3
1+LBUNNY(17→LBUNNY(17
If Ans=9:Then
      1→LBUNNY(17
      1+LBUNNY(5→LBUNNY(5
```

Comment [JK13]:
Normal Animation

Comment [JK14]:
Sleeping Animation

Comment [JK15]:
Dead Screen

Comment [JK16]:
Dying Animation

Comment [JK17]:
Automatic Functions

Comment [JK18]:
If Poo – Be Dirty

```
End
∟BUNNY
If 1=Ans(17) and 18=Ans(5:Then
      ClrHome
      Output(1,1,"THANKS FOR ALL  OF THE GOOD LOVEAND CARE YOU    TOOK TO KEEP ME
 ALIVE! I'M ALL  GROWN UP NOW, SOI CAN LOOK AFTERMYSELF!
      getKey
      Repeat getKey:End
End
If U:Then
      If 1=∟BUNNY(13:Then
            If ∟BUNNY(18:∟BUNNY(18)-1→∟BUNNY(18
      End:End
not(U→U
If not(U
Goto BP
DelVar U∟BUNNY(1
not(Ans<5)(Ans-5→∟BUNNY(1
∟BUNNY(2
not(Ans<10)(Ans-10→∟BUNNY(2
∟BUNNY(3
not(Ans<5)(Ans-5→∟BUNNY(3
∟BUNNY(6
If Ans<2:2
Ans-1→∟BUNNY(6
∟BUNNY(11
not(Ans<10)(Ans-10→∟BUNNY(11
∟BUNNY(15
not(Ans-2.5<0)(Ans-2.5→∟BUNNY(15
If 18>∟BUNNY(5:Goto PC
π→G
Lbl G
∟BUNNY
If Ans(4:Goto 4B
If 50≥Ans(3:Goto 4A
If 50≥Ans(2:Goto 2B
If 50≥Ans(1:Goto 2A
Ans(5
If 20<Ans:20
Ans→θ
∟BUNNY
If 2.8θ>Ans(6:Goto 2A
If 20≥Ans(11:Goto 3D
If 5θ<Ans(6:Goto 3A
3⁻¹Ans(8
If Ans<∟BUNNY(5:Goto 3A
Lbl PC
∟BUNNY(17
If 3≠∟BUNNY(18) and (Ans=4 or Ans=8:1→∟BUNNY(4
Lbl BP
∟BUNNY(5
If 20<Ans:20
Ans⁻¹∟BUNNY(6→θ
If θ>3.25:Then
      not(θ>6.5)3.25⁻¹ᴇ2(6.5-θ
      Else
      not(θ<2.5)3.25⁻¹ᴇ2θ
End
Ans→∟BUNNY(7
30(40<Ans→W
3⁻¹∟BUNNY(8→θ
∟BUNNY(5→V
```

Comment [JK19]:
Month Counter

Comment [JK20]:
Grown-Up Bunny Message

Comment [JK21]:
Aging Bypass
Skips the aging process if the aging bypass is activated

Comment [JK22]:
Hunger Reduction

Comment [JK23]:
Thirst Reduction

Comment [JK24]:
Hygiene Reduction

Comment [JK25]:
Weight Reduction

Comment [JK26]:
Consciousness Reduction

Comment [JK27]:
Strength Reduction

Comment [JK28]:
Bypass If Not An Adult

Comment [JK29]:
If Poo – Dispose

Comment [JK30]:
If Smelly – Wash

Comment [JK31]:
If Thirsty – Drink

Comment [JK32]:
If Hungry – Eat

Comment [JK33]:
Age
If Age is larger than 20, pretend age is 20

Comment [JK34]:
If Underweight – Eat

Comment [JK35]:
If Tired – Sleep

Comment [JK36]:
If Overweight – Exercise

Comment [JK37]:
If Unfit – Exercise

Comment [JK38]:
Poo Control

Comment [JK39]:
End Of Aging Bypass

Comment [JK40]:
Weight-Health Percentage

```
If θ<V:Then
        W-(ε2-ε2θ/V
        Ans(Ans>0
        Else
        W+ε2θ/V
        If Ans>ε2:ε2
End
If 40≥∟BUNNY(7:Ans-30
If Ans<0:0
If Ans>ε2:ε2
Ans→∟BUNNY(9
5(5-(Ans<80)-(Ans<60)-3(Ans<40→W
∟BUNNY(1→θ
If not(θ:W-30→W
W+5(5-(θ<80)-(θ<60)-(θ<40→W
∟BUNNY(2→θ
If not(θ:W-30→W
W+5(5-(θ<80)-(θ<60)-(θ<40→W
∟BUNNY(3→θ
If not(θ:W-30→W
W+5(5-(θ<80)-(θ<60)-(θ<40
If Ans<0:0
If Ans>ε2:ε2
Ans→∟BUNNY(10
If 40≥∟BUNNY(7:Then
        ∟BUNNY(10)-ε2
        If Ans<0:0
        Ans→∟BUNNY(10
End
∟BUNNY(13→V
0→∟BUNNY(13
If not(∟BUNNY(1:1
If not(∟BUNNY(2:1
If not(∟BUNNY(3:1
If not(∟BUNNY(10:1
If not(Ans:Then
        0→∟BUNNY(13
        0→∟BUNNY(18
End
If Ans=1:Then
        1→∟BUNNY(13
        If V=1:Then
                ∟BUNNY(18→θ
                If θ=3:Then
                        ‾1→∟BUNNY(18
                        2→∟BUNNY(13
                End
                1+∟BUNNY(18→∟BUNNY(18
                Else
                1→∟BUNNY(18
        End:End
DelVar W∟BUNNY(10
3-(Ans<90)-(Ans<50
If 40≥∟BUNNY(11:4
Ans→W
∟BUNNY(13→θ
If θ=1:1→W
If θ=2:DelVar W
W→∟BUNNY(14
Goto D
Lbl MS
DelVar RgetKey
```

Comment [JK41]:
Fitness Level

Comment [JK42]:
Esteem

Comment [JK43]:
Death Clock

Comment [JK44]:
Mood

Comment [JK45]:
Return To Display

```
If Z=21 or Z=105:Goto MF
Lbl MC
1→θ
If Z=21 or Z=105:Goto D
If Z=22:Goto FQ
If Z=11:Goto M1
If Z=15:Goto M5
∟BUNNY
If Ans(13)=2 or Ans(12:Goto D
If Z=12:Goto M2
If Z=13:Goto M4
If Z=14:Goto M3
Lbl MF
ClrHome
Disp "PRESS TOP BUTTON
"----
Output(5,1,"+--+--+--+--+--+!ST!FD!HG!FT!OP!"+Ans+Ans+Ans+Ans+"BUNNY'S MOOD"+Str9
Lbl MW
Output(4,5,"-PAUSED-
rand(2Y
getKey→Z
If max(Z=L6:Goto MC
Output(4,5,"
rand(Y
getKey→Z
If max(Z=L6:Goto MC
Goto MW
Lbl M1
ClrHome
Disp "AGE","WEIGHT","HUNGER","THIRST","HYGIENE","FITNESS","ESTEEM
Output(8,1,"STRENGTH
For(θ,1,8
    Output(θ,9,":      °/□
End
Output(1,14,"YRS
Output(2,14,"KGS
Fix 0
∟BUNNY
Output(1,11,Ans(5
Output(2,11,Ans(6
Output(3,11,Ans(1
Output(4,11,Ans(2
Output(5,11,Ans(3
Output(6,11,Ans(9
Output(7,11,Ans(10
Output(8,11,Ans(15
Float
∟BUNNY
If 40≥Ans(3:Output(5,10,">
If 40≥Ans(2:Output(4,10,">
If 40≥Ans(1:Output(3,10,">
Ans(5
If 20<Ans:20
Ans→θ
∟BUNNY
If 2.8θ>Ans(6:Output(2,10,">
If 5θ<Ans(6:Output(2,10,"<
3⁻¹Ans(8
If Ans<∟BUNNY(5:Output(6,10,">
Repeat max(Ans=L6:getKey:End
Ans→Z
Goto MS
```

Comment [JK46]:
Menu Screen
Runs "Impatient User" code, performs "Quick Buttons" pressed, and ignores "ENTER" & "2nd" button presses

Comment [JK47]:
Menu Check
Runs the "Quick Buttons"

Comment [JK48]:
Menu Functions
Displays "Pause Menu"

Comment [JK49]:
Menu Wait (Flash Pause)

Comment [JK50]:
Menu #1 – Status

```
Lbl M2
Menu("FOOD + DRINK","CARROT",2A,"WATER",2B,"BACK",MF
Lbl 2A
ClrHome
Disp "EATING CARROTS
For(θ,3,6
        Output(θ,6,Str8
End
Output(4,7,Str0
Output(4,2,"!!!
rand(3Y
Output(4,2,"
rand(2Y
Output(4,3,"
rand(2Y
Output(4,4,"
Output(4,7,"^^
rand(2Y
∟BUNNY(1
Ans+20
If Ans>ᴇ2:ᴇ2
Ans→∟BUNNY(1
2+∟BUNNY(6→∟BUNNY(6
1→U
If G=π:Goto G
Goto AF
Lbl 2B
ClrHome
Disp "DRINKING WATER
For(θ,3,6
        Output(θ,7,Str8
End
Output(4,8,Str0
Output(4,11,"/-
For(θ,2,4
        Output(θ,13,"[
        Output(θ,16,"]
End
Output(2,14,"--
rand(3Y
Output(2,14,"
Output(3,14,"--
rand(2Y
Output(3,14,"
Output(4,14,"--
rand(2Y
Output(4,14,"
Output(4,8,"^^
rand(2Y
∟BUNNY(2
Ans+30
If Ans>ᴇ2:ᴇ2
Ans→∟BUNNY(2
1→U
If G=π:Goto G
Goto AF
Lbl M3
Menu("FITNESS + SOCIAL","EXERCISE",3A,"SLEEP IN BED",3D,"CONNECT BUNNYS",3C,"BACK
",MF
Lbl 3A
If 40≥∟BUNNY(11:Goto D
ClrHome
```

Comment [JK51]:
Menu #2 – Food

Comment [JK52]:
Eating Carrots

Comment [JK53]:
Drinking Water

Comment [JK54]:
Menu #4 – Fitness

```
Disp "EXERCISING
For(θ,3,6
      Output(θ,6,Str8
End
Output(4,7,Str0
rand(2Y
Output(5,5,"()   ()
rand(2Y
Output(5,5," ()()
rand(2Y
Output(6,5,"()   ()
rand(2Y
Output(3,6,"
Output(4,7,")(
Output(5,7,Str0
Output(6,4,Str8+Str8
rand(2Y
Output(3,6,"()()
Output(4,7,Str0
Output(5,7,")(
Output(6,4," ()   ()
rand(2Y
Output(6,5," ()()
Output(4,7,"^^
∟BUNNY(6)-1
If Ans<1:1
Ans→∟BUNNY(6
1+∟BUNNY(8→∟BUNNY(8
5+∟BUNNY(15
If Ans>ᴇ2:ᴇ2
Ans→∟BUNNY(15
∟BUNNY(11)-5
If Ans<0:0
Ans→∟BUNNY(11
1→U
```

Comment [JK55]: **Exercise**

```
If G=π:Goto G
Goto AF
Lbl 3B
∟BUNNY(5→θ
If θ<22:4θ+1→θ
If θ>21:89→θ
θ→∟BUNNY(6
3⁻¹∟BUNNY(8
If Ans<∟BUNNY(5:3∟BUNNY(5→∟BUNNY(8
ᴇ2→∟BUNNY(1
Ans→∟BUNNY(2
Ans→∟BUNNY(3
Ans→∟BUNNY(11
0→∟BUNNY(4
```

Comment [JK56]: *Heal Bunny To Perfect Health*

```
If ∟BUNNY(20:Goto 3E
19→dim(∟BUNNY
Goto BP
Lbl M4
Menu("HYGIENE","HAVE A WASH",4A,"DISPOSE POO",4B,"BACK",MF
Lbl 4A
ClrHome
Disp "HAVING A WASH
For(θ,3,6
      Output(θ,7,Str8
End
Output(4,8,Str0
DelVar θrand(1.5Y
```

Comment [JK57]: *Menu #3 – Hygiene*

```
For(V,8,1,⁻1
      Output(V,1+(.5=fPart(.5V)),"O O O O O O O O
      rand(.5Y
End
Output(1,1,"ALL CLEAN!
For(θ,2,7,5
      Output(θ,6,"+----+
End
For(θ,3,6
      Output(θ,6,"!"+Str8+"!
End
Output(4,8,"^^
DelVar θ
ᴇ2→∟BUNNY(3
1→U
If G=π:Goto G
Goto AF
Lbl 4B
If not(∟BUNNY(4:1→U
If not(∟BUNNY(4:Goto AF
ClrHome
Disp "DISPOSING POO
For(θ,3,6
      Output(θ,1,Str8
End
Output(4,2,"··
Output(3,14,")))
Output(4,14,"(((
Output(5,14,"MMM
rand(4Y
Output(5,14,"
rand(2Y
Output(4,14,"
Output(5,15,"
rand(2Y
Output(3,14,"
Output(4,15,"
Output(5,16,"
rand(2Y
Output(3,15,"
Output(4,16,"
rand(2Y
Output(3,16,"
Output(4,2,"^^
0→∟BUNNY(4
1→U
If G=π:Goto G
Goto AF
Lbl 3D
If ∟BUNNY(13
∟BUNNY(18)−1→∟BUNNY(18
If 40≥∟BUNNY(11:1→∟BUNNY(12
DelVar G1→U
Goto AF
Lbl M5
If 2=∟BUNNY(13
Menu("OPTIONS","BACK",MF,"GAME SPEED",GS,"SAVE AND QUIT",FQ,"QUIT",QT,"RESTART BU
NNY",N
Menu("OPTIONS","BACK",MF,"GAME SPEED",GS,"SAVE AND QUIT",FQ,"QUIT",QT
Lbl 3C
DelVar θDelVar RGetCalc(R
e(R=π)+π(R≠π→R
```

Comment [JK58]:
Having A Wash

Comment [JK59]:
Disposing Of Poo

Comment [JK60]:
Sleep In Bed

Comment [JK61]:
Menu #5 – Options

```
ClrHome
If R=e:Goto RB
Menu("LINK OTHER BUNNY","CONNECTED?",SB,"BACK",M3
Lbl SB
ClrHome
0:Repeat R=e or Ans=4
      GetCalc(R
      Ans+1
End
If R=π
Goto 3C
Disp "READY!
While R=e
      π→R
      GetCalc(R
End
ClrHome
1→LBUNNY(20
Goto 3B
Lbl 3E
19→dim(LBUNNY
For(θ,3,6
      Output(θ,5,Str8
End
Output(4,6,Str0
rand(2Y
ClrHome
For(θ,3,6
      Output(θ,1,Str8
End
Output(4,2,Str0
rand(2Y
ClrHome
Disp " GONE TO FRIEND
For(θ,1,85
      rand(Y
End
ClrHome
Disp "BACK!
For(θ,3,6
      Output(θ,1,Str8
End
Output(4,2,"..
rand(2Y
Output(4,2,"^^
rand(3Y
Goto AF
Lbl RB
Str0→Str7
GetCalc(Str0
Disp "NOW CONNECTED...
Repeat R=e
      e→R
      GetCalc(R
End
e→R
Menu("START WHEN READY","START",R1
Lbl R1
ClrHome
For(θ,3,6
      Output(θ,1,Str8
End
```

Comment [JK62]: *CONNECT BUNNYS*

Comment [JK63]: **If Receiving Bunny, Do This**

Comment [JK64]: *If Sending Bunny, Do That*

Comment [JK65]: **Send Bunny**

```
Output(4,2,Str7
rand(4Y
For(θ,3,6
      Output(θ,13,Str8
End
Output(4,14,Str0
rand(3Y
Output(4,2,"^^
Output(4,14,"^^
rand(3Y
Output(1,1,"HI!
rand(3Y
Output(1,1,"
Output(8,11,"HELLO!
rand(3Y
Output(8,11,"
For(θ,3,6
      Output(θ,9,Str8+"
End
Output(4,2,Str7
Output(4,10,Str0
Str7→Str0
DelVar Str7rand(3Y
Output(1,1,"LET ME HEAL YOU!
rand(5Y
Output(1,1,"
rand(3Y
Output(8,13,"OKAY
rand(3Y
Output(8,13,"
For(θ,3,6
      Output(θ,1,"    "+Str8
End
Output(4,6,Str0
rand(3Y
For(θ,3,6
      For(A,9,12
            Output(θ,A,"π
            rand(iPart(.5Y
      End:End
rand(3Y
For(θ,3,6
      For(A,9,12
            If A=9
            Output(θ,A,"(
            If A=10 and θ≠4
            Output(θ,A,")
            If A=10 and θ=4
            Output(θ,A,".
            If A=11 and θ≠4
            Output(θ,A,"(
            If A=11 and θ=4
            Output(4,11,".
            If A=12
            Output(θ,A,")
      End:End
rand(3Y
Output(4,10,"^^
rand(3Y
Output(8,13,"WOW!
rand(3Y
Output(8,5,"I FEEL GREAT
```

```
rand(3Y
Output(4,6,"^^
Output(8,5,"       THANKS!
rand(3Y
Output(8,10,"
Output(1,1,"ANYTIME!
rand(3Y
Output(1,1,"
rand(3Y
Output(1,1,"BYE!
rand(3Y
Output(1,1,"
Output(8,9,"GOODBYE!
rand(3Y
Output(8,9,"
rand(3Y
For(θ,3,6
      Output(θ,9,"      "+Str8
End
Output(4,14,"^^
rand(3Y
For(θ,3,6
      Output(θ,13,"
End
rand(3Y
Output(4,6,Str0
rand(4Y
Goto D
Lbl QT
ClrHome
1→θ
19→dim(∟BUNNY
If e=∟BUNNY(19:Then
      Disp " DO YOU WANT TO"," SAVE THE GAME?
      Output(4,4,"*YES   NO
      Output(7,2,"USES 187 BYTES    OF  MEMORY
      Repeat max(K=∟6
            getKey→K
            If max(K={24,26:not(θ→θ
            If θ:Then
                  Output(4,4,"*
                  Output(4,10,"
                  Else
                  Output(4,4,"
                  Output(4,10,"*
            End:End
      Else
      0→θ
End
Lbl FQ
DelVar Str8DelVar Str9DelVar Str0ClrList∟6:ClrHome
Disp "BUNNY GOTCHI","PROGRAM
Output(8,5,"-JAMES KANJO
rand(50
ClrHome
If θ(e=∟BUNNY(19:Archive∟BUNNY
If not(θ:DelVar ∟BUNNY
"
```

Comment [JK66]:
Recieve Bunny

Comment [JK67]:
Quit Function

Comment [JK68]:
Fast Quit Function