If lbl\_hand(Index).Top = lbl\_placeholder\_hand(Index).Top And Not animating Then

Dim x As Integer, y As Integer

animating = True

x = lbl\_hand(Index).Left

y = lbl\_hand(Index).Top

Do

If current\_position <= Index Then

x = x - 10

y = y - 10

If x < lbl\_placeholder\_played(current\_position).Left Then x = lbl\_placeholder\_played(current\_position).Left

If y < lbl\_placeholder\_played(current\_position).Top Then y = lbl\_placeholder\_played(current\_position).Top

Else

x = x + 10

y = y - 10

If x > lbl\_placeholder\_played(current\_position).Left Then x = lbl\_placeholder\_played(current\_position).Left

If y < lbl\_placeholder\_played(current\_position).Top Then y = lbl\_placeholder\_played(current\_position).Top

End If

lbl\_hand(Index).Left = x

lbl\_hand(Index).Top = y

lbl\_hand\_value(Index).Left = x + 600

lbl\_hand\_value(Index).Top = y + 600

DoEvents

Loop Until x = lbl\_placeholder\_played(current\_position).Left And y = lbl\_placeholder\_played(current\_position).Top

positions(Index) = current\_position

current\_letters(current\_position) = lbl\_hand(Index).Caption

current\_string = current\_string + lbl\_hand(Index).Caption

current\_position = current\_position + 1

animating = False

End If