SHOW CARD SUB

```
06A8   SHOCD  :0B38  ;MLS   -- Do MLS -- decodes hands into ASCII equivalents
  AA           6C00  ;VC=00 -- VC is VX coordinate for display
  AC           AC24  ;STORE -- Set "I" to 21 byte work area @ 0C24
  AE           2846   PRINT -- Do sub -- print hand types (2's, 4's etc.)

06B0           7C02  ;VC+02 -- Add 2 to VX coordinate (which was not changed)
  B2           7D06  ;VD+06 -- Add 6 to VY       "                     "
  B4           2846   PRINT -- Do sub -- print suits (clubs, hearts, etc.)
  B6           7D0A  ;VD+0A -- Add 0A to VY coordinate for next call
  B8           00EE  ;RET   -- Return
```

RANK SUB

```
06BA   RANK   :6C28  ;VC=28 -- VC is VX for rank display (1 pair, fulhse,etc.)
  BC           6D07  ;VD=07 -- VD is VY    "                          "
  BE           AB95  ;EVAL1 -- Set "I" to evaluation #1 (Player #1)

06C0           26D0   SET I -- Do sub -- Set "I" to ASCII for  that hand
  C2           ABA4  ;EVAL2 -- Repeat for              type and print
  C4           26D0   SET I --      hands
  C6           ABB3  ;EVAL3 --          #2, 3 and 4
  C8           26D0   SET I --      "                    "
  CA           ABC2  ;EVAL4 --      "                    "
  CC           26D0   SET I --      "                    "
  CE           00EE  ;RET   -- Return
```

SET "I" SUB

```
06D0   SET I  :0959  ;MLS   -- Do MLS -- "I" set to ASCII string (fulhse, etc.)
  D2           2846   PRINT -- Do sub -- print the hand type @ VC VD
  D4           7D10  ;VD+10 -- Add 10 to VY coordinate for next call
  D6           00EE  ;RET   -- Return
```

WINNER SUB

```
06D8   WINER  :AB95  ;EVAL1 -- Set "I" to evaluation #1
  DA           0B6A  ;MLS   -- Do MLS -- set V1 V2 V3 V4= evaluations
```