DRAW CARDS CONTROLLER SUB

```
084C   DRACD :2400  ;ARROW  -- Do sub -- advance arrow to next player
  4E          8400  ;V4=V0  -- Save player number in V4 (V0 set by arrow
                                                                    sub)
0850          2518  ;AMT    -- Do sub -- V0=amount  bet/fold flag
  52          40FF  ;SK≠FF  -- Skip next if flag ≠ FF (player not folded)
  54          188C  DRAC2   -- Go to end (to exit or continue)
  56          6006  ;V0=06  -- Message #6 index (CARDS?)
  58          283E  MCENT   -- Do sub -- display message
  5A          89E0  ;V9=VE  -- Save deck address index in V9
  5C          AB90  ;HAND1  -- Set "I" to player's hand #1
  5E          4402  ;SK≠02  -- Skip next if ≠ 02 (not player 2)

0860          AB9F  ;HAND2  -- Set "I" to player's hand #2
  62          4403  ;SK≠03  -- Skip next if ≠ 03 (not player 3)
  64          ABAE  ;HAND3  -- Set "I" to player's hand #3
  66          3404  ;SK=04  -- Skip into next section if V4=04 (user)
  68          1872  DRAC1   -- Jump past next part for players 1,2, and 3
  6A          2568  ;BLINK  -- Do sub -- user draws cards
  6C          6D34  ;VD=34  -- VD is VY for user's cards
  6E          26A2  PLAYR   -- Do sub -- erase user's cards

0870          ABBD  ;HAND4  -- Set "I" to user's hand in memory
  72   DRAC1 :0C40  ;MLS    -- Do MLS -- draw cards (replaces cards
                                discarded)
  74          2648  EVAL    -- Do sub -- evaluate hands
  76          6D34  ;VD=34  -- VD is VY coordinate for user's cards display
  78          4404  ;SK≠04  -- Skip next if V4≠04 (not user's turn)
  7A          26A2  PLAYR   -- Do sub -- display user's cards (only on
                                your turn)
  7C          80E0  ;V0=VE  -- Let V0 = new (after draw) deck address index
  7E          8095  ;V0-V9  -- Subtract new-old indexes (V0 = # cards drawn)

0880          ABFF  ;DRAWS  -- Set "I" to 4 byte store @ 0C00-01 byte
  82          F41E  ;I+V4   -- Add V4 to I to index a byte for this player
  84          F055  ;PUT    -- Store # cards drawn @ I
  86          6C34  ;VC=34  -- VC is VX coordinate for number display
  88          6D2A  ;VD=2A  -- VD is VY      "                        "
  8A          279C  NUMBS   -- Do sub -- display V0 @ VC VD (number drawn)
  8C   DRAC2 :6080  ;V0=80  -- V0 passes value to timer sub
  8E          2620  TIMER   -- Do sub -- wait before continuing

0890          093A  ;MLS    -- Do MLS -- clear message line
  92          A450  ;DINDX  -- Set "I" to dealer index storage byte
  94          F065  ;GET    -- V0 = current dealer number
  96          5040  ;=SKIP  -- Skip if V0=V4 (when all player's done)
  98          184C  DRACD   -- Else jump back for next player
  9A          6900  ;V9=00  -- Reset V9 to 00 for use as bet variable
  9C          00EE  ;RET    -- Return
```